



“The Hall of Egress” 1034-227 Original Board



Date 05/22/15

- ☒ Board Team Final 05/22/15
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Tom Herpich

Animation Studio
SAEROM

ADVENTURE TIME



Page 0

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
BY TOM H.
Action:
Timing:

EPISODE # 1034-227

Production :

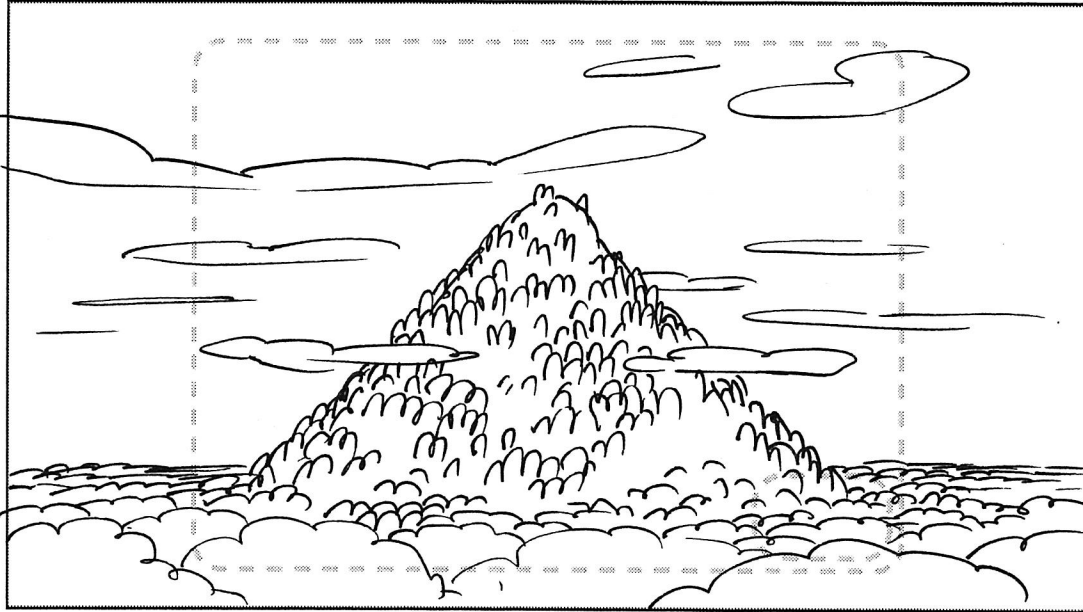
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ADVENTURE TIME

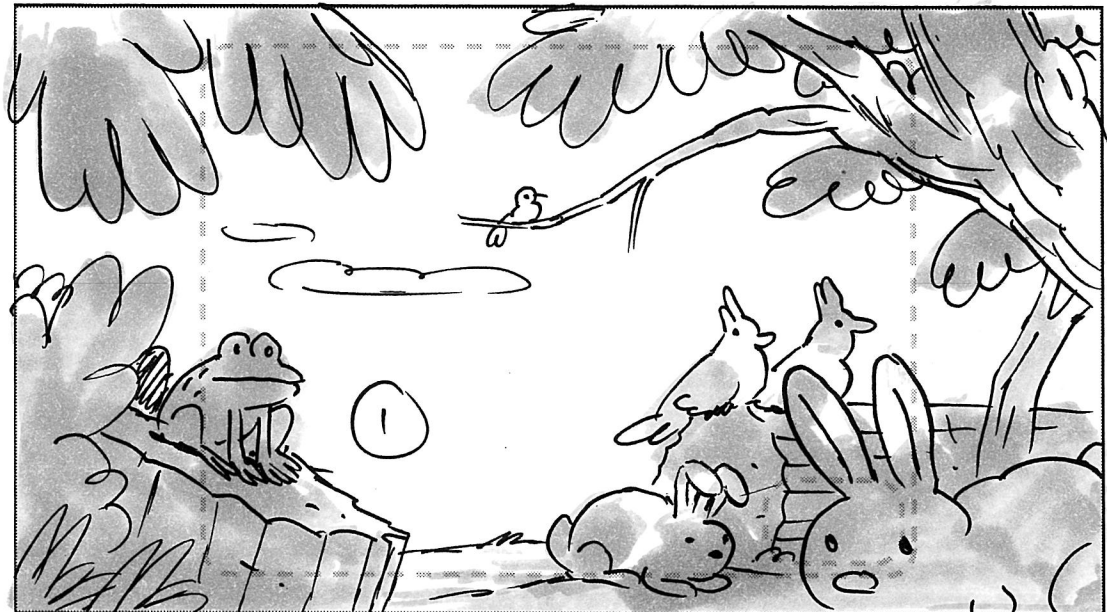


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog: JAKE: (OS) *huff puff*
remember... *huff puff*
last time we were out
this way?

Action:

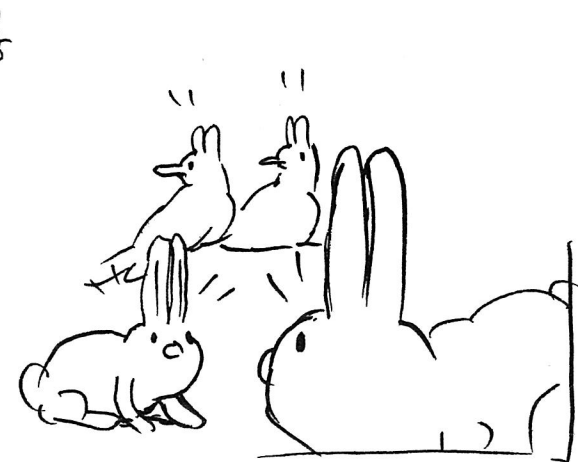
Timing:

JAKE: (OS) it was right after →

-Animals are
spooked to hear F+J approach



2



EPISODE # 1034-227

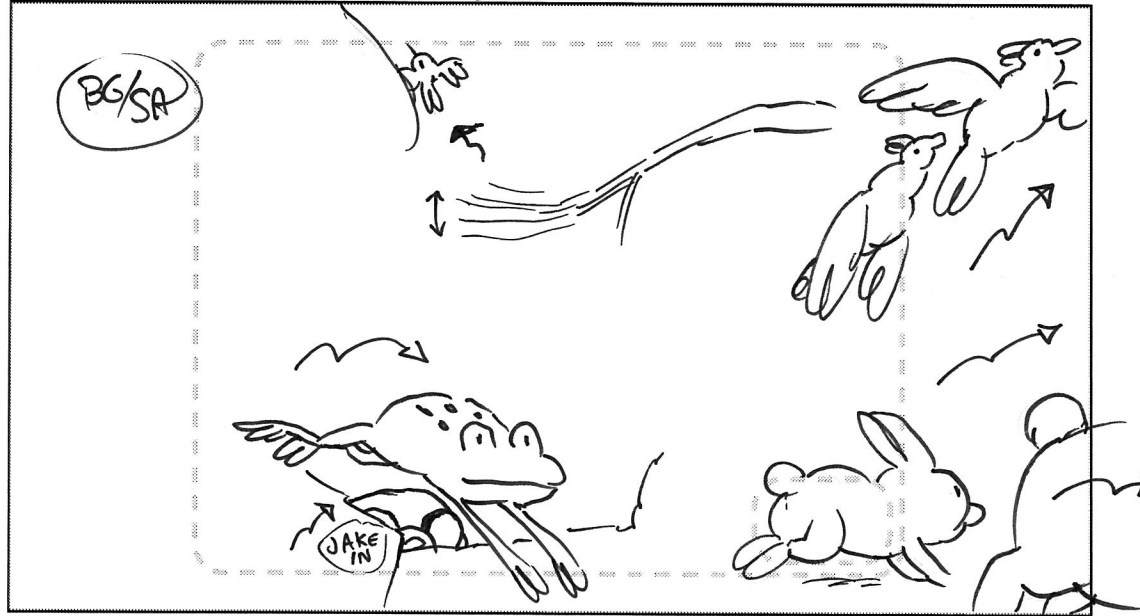
Production :

ADVENTURE TIME

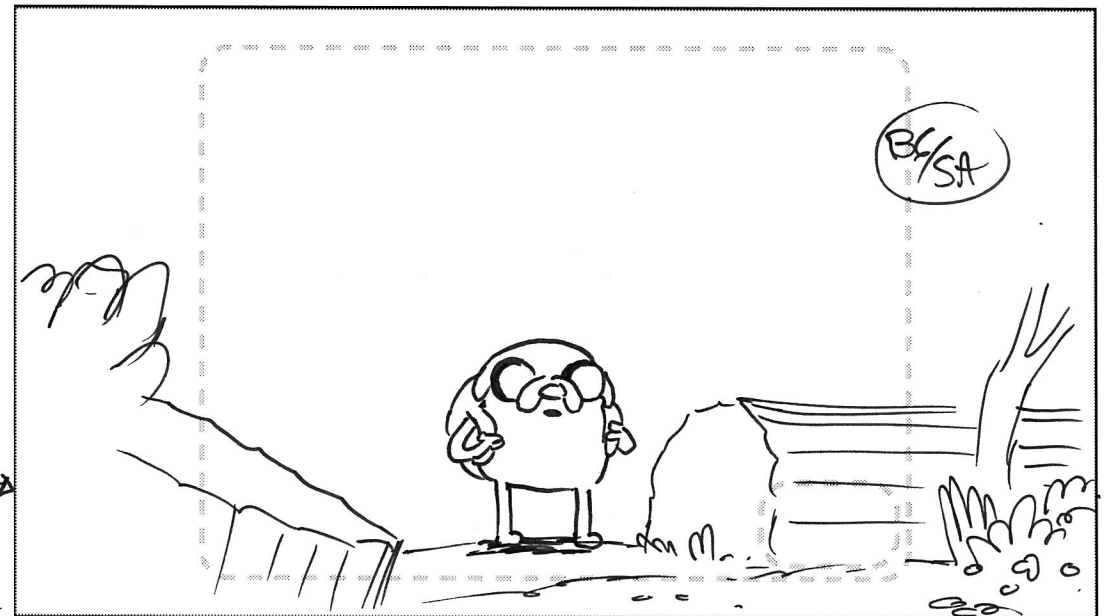


Page 2

Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog:

(JAKE:) → you messed things all up with Flame Princess.

Action:

- Animals run away from Finn & Jake.

Timing:

EPISODE # 1034-227

Production :

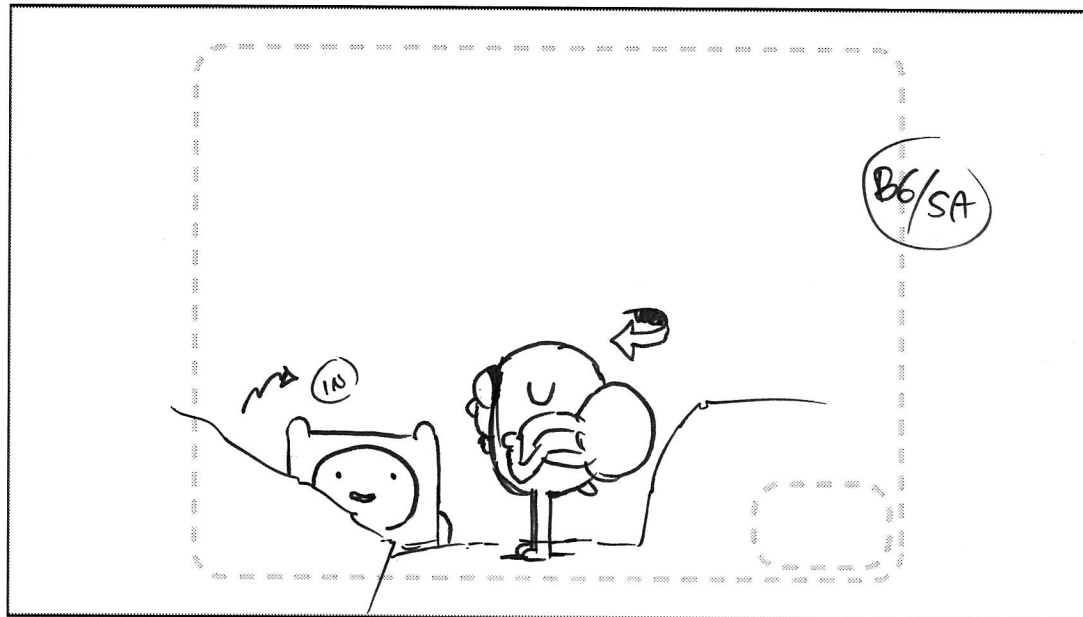
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ADVENTURE TIME

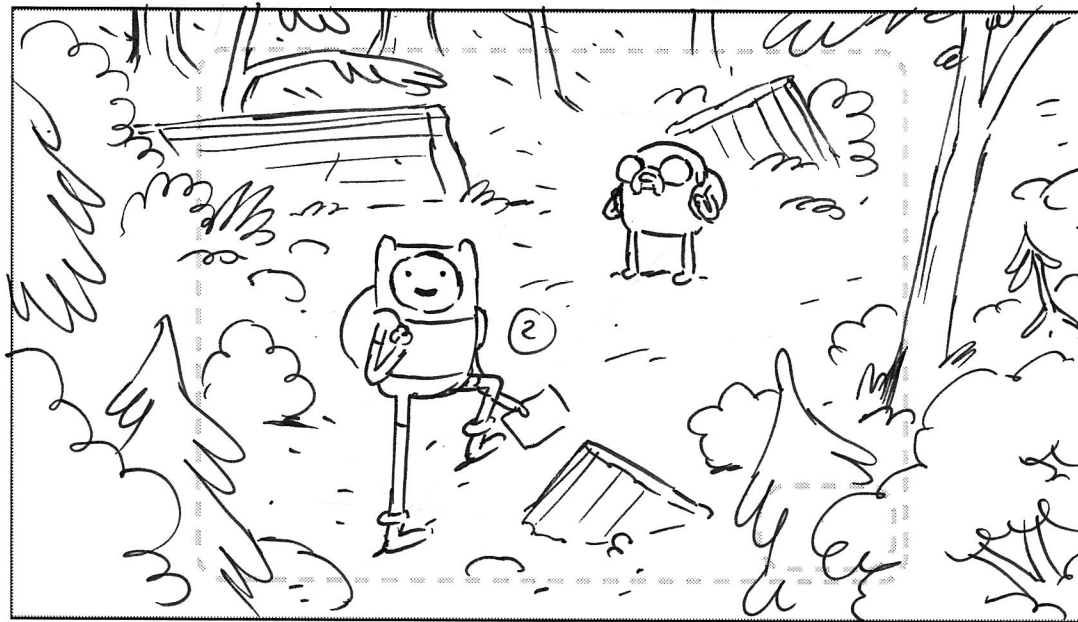


Page 3

Sc. 2 Pnl. D Bg. day night



Sc. 3 Pnl. A Bg. day night



Dialog:

(F:) Haha - yeah, that sucked.

ALT: Haha - yeah, that stank.

Action:

- Finn walks up the mountainside.

Timing:

(FINN:) But then we found the
Dungeon Train, remember?

- Finn looks back down
the mountain.



EPISODE # 1034-227

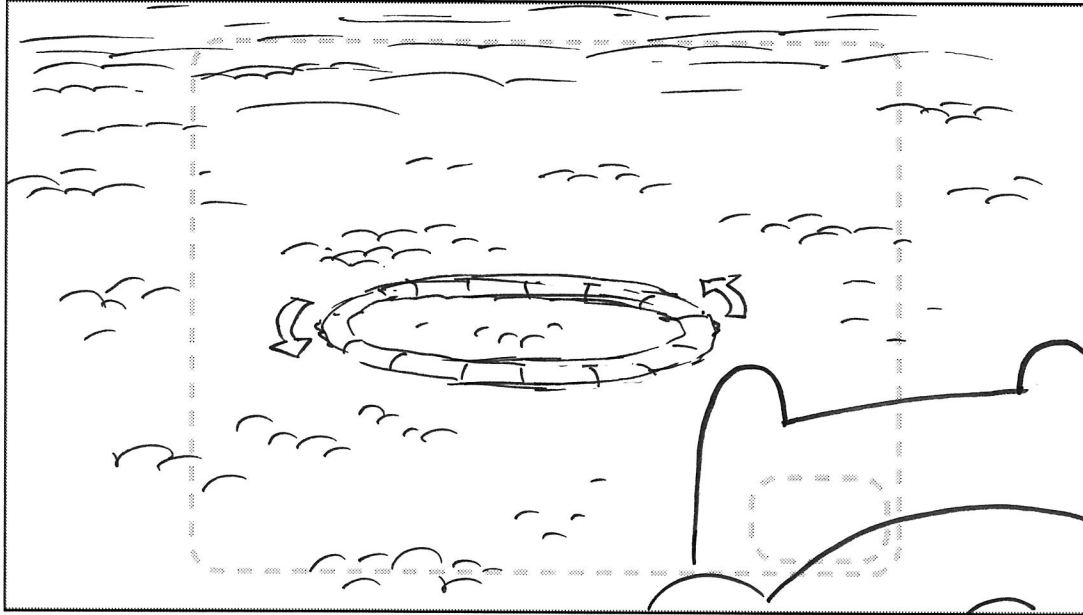
Production :

ADVENTURE TIME

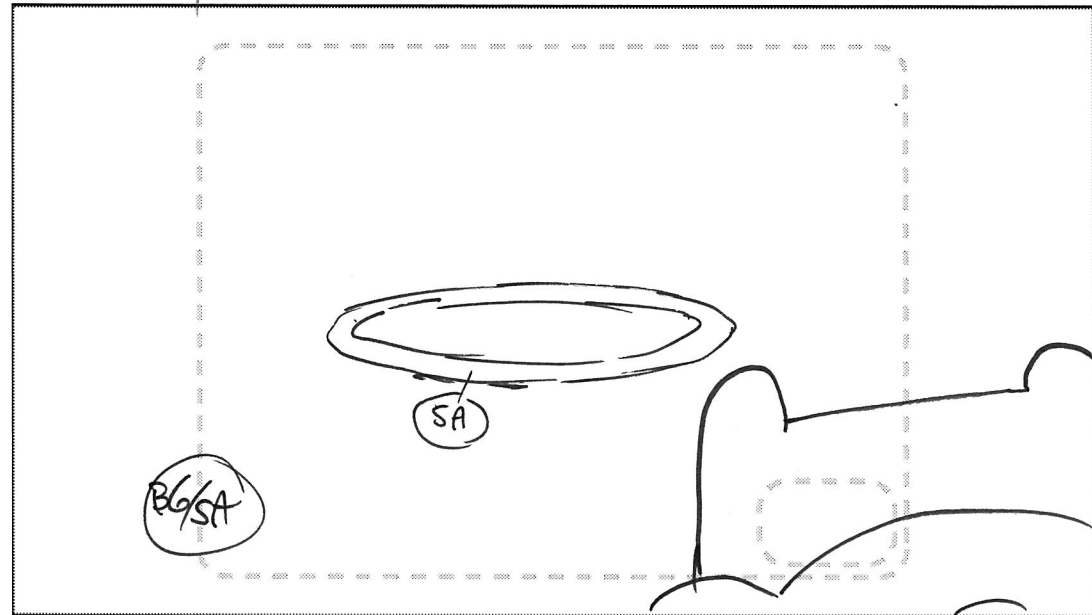


Page 4

Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



Dialog:

(F:) That was awesome.

(JAKE:) ... No it wasn't.

Action:

- Dungeon train runs in a circle.

Timing:

EPISODE # 1034-227

Production :

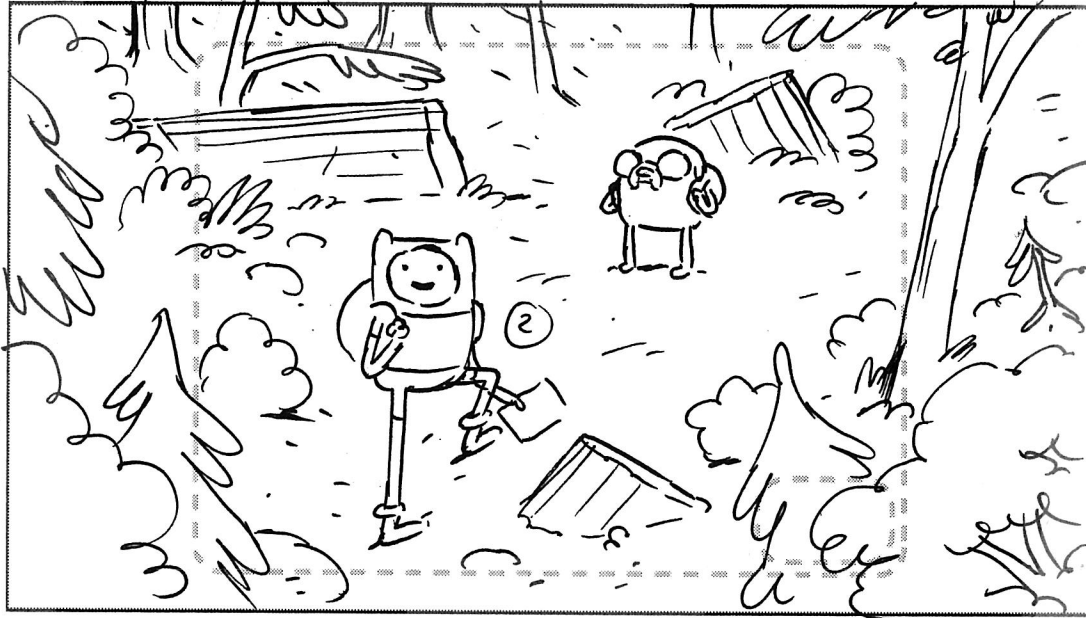
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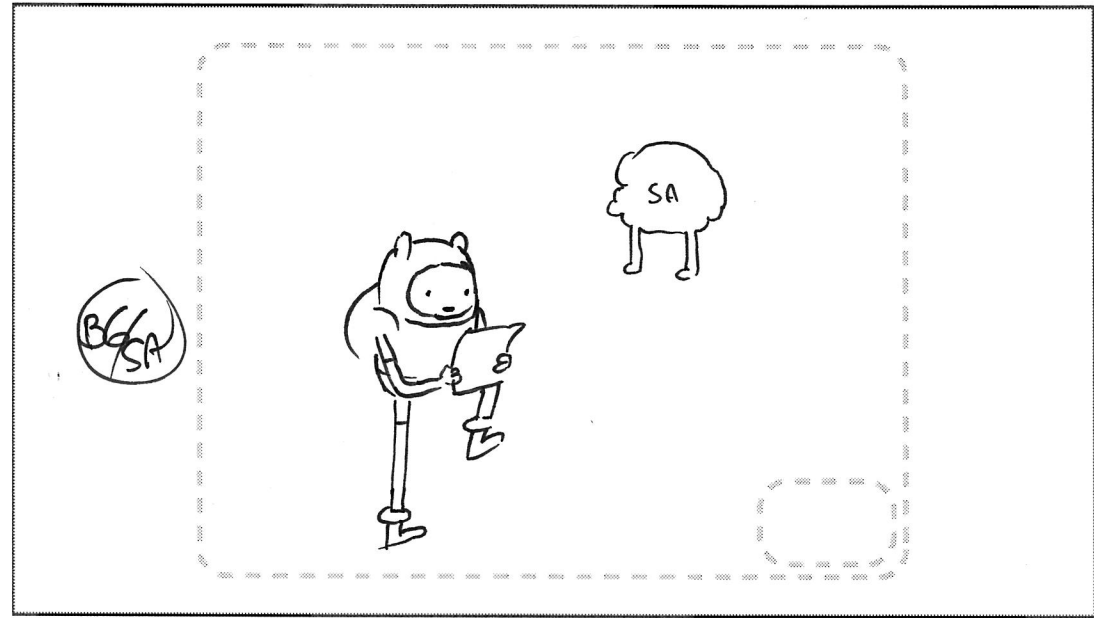


Page 5

Sc. 5 Pnl. A Bg. day night



Sc. 5 Pnl. B Bg. day night



Dialog:

(FINN:) Sure it was.

(F:) Anyway, Flambo's brother's map →

Action:

-Finn looks at his map.

Timing:

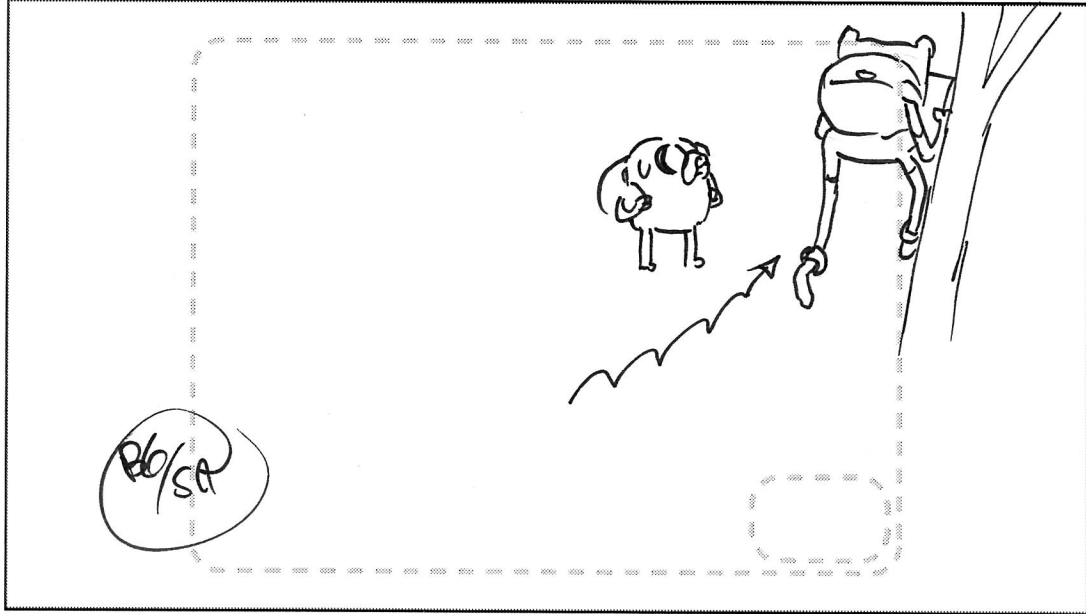
EPISODE # 1034-227

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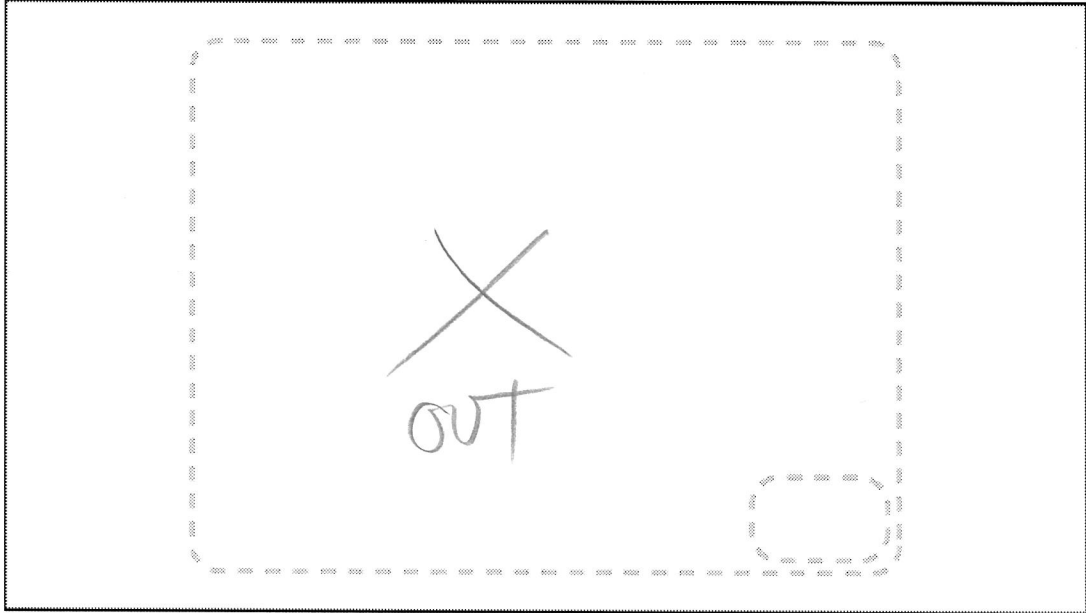
ADVENTURE TIME



Sc. 5 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



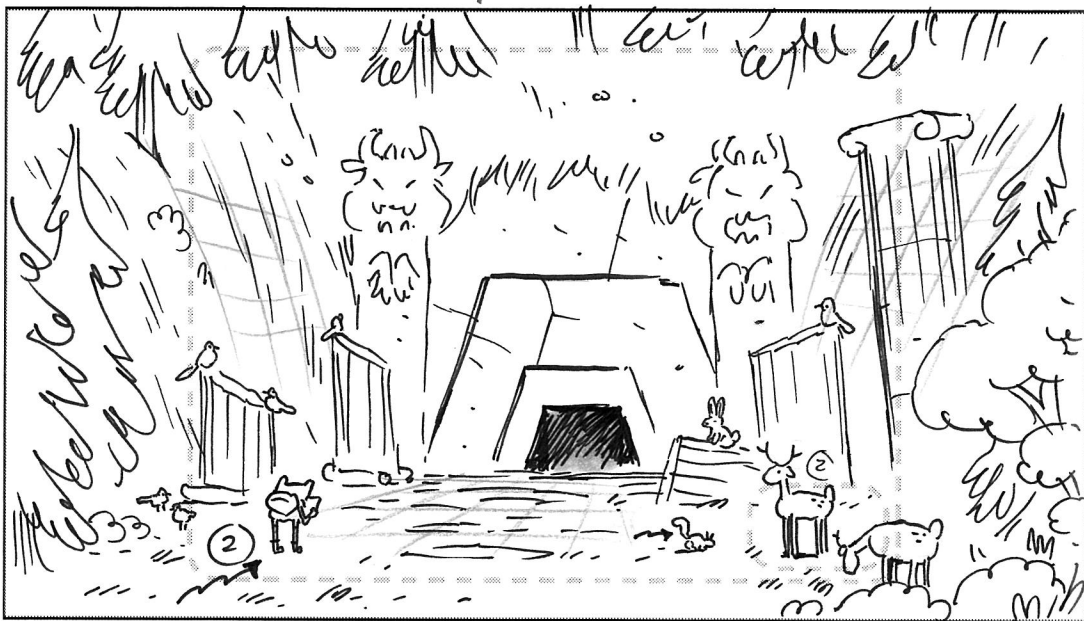
Dialog:	(F:) → says the weird cave should be, →
Action:	- Finn walks up the mountain while looking at his map.
Timing:	

EPISODE # 1054-227
Production :

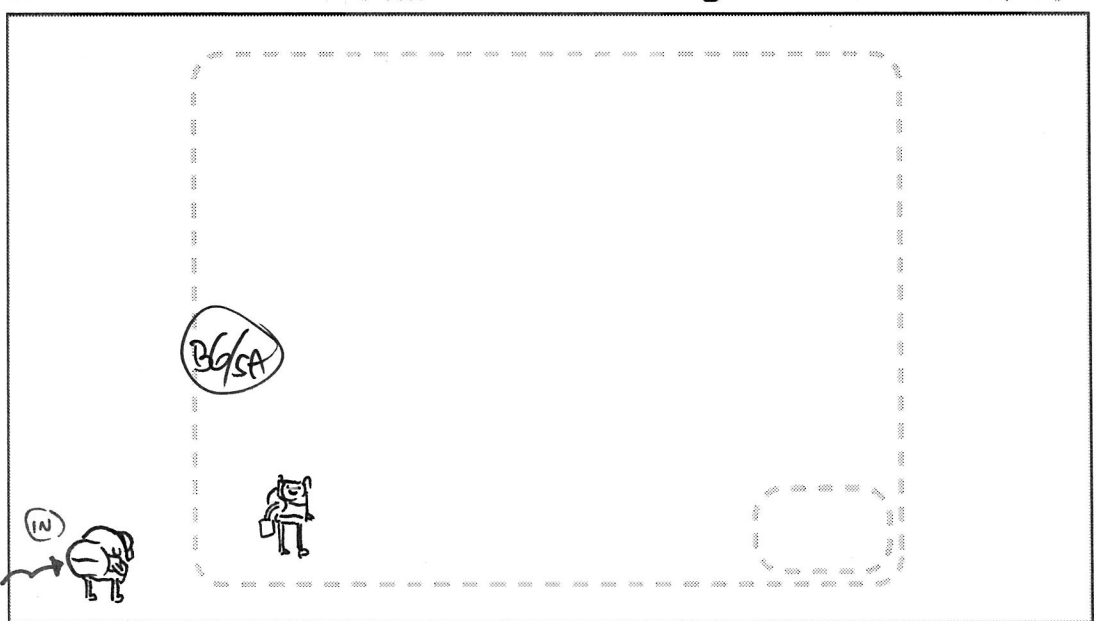
ADVENTURE TIME



Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night



Dialog:	(FINN) → like, right, over (3) SFX: zelda discovery chime	(F.) Ah- it's right here, hehheh -
Action:	- Finn walks in looking at his map, then looks up.	
Timing:		

EPISODE # 1034-227
Production :

ADVENTURE TIME



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Sc.

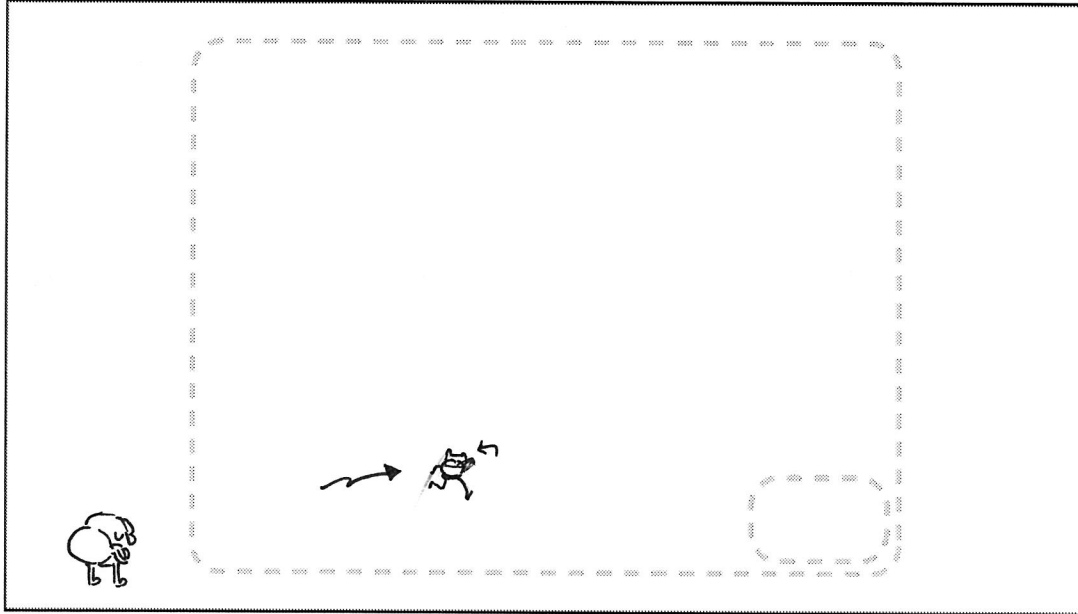
6

Pnl.

C

Bg.

day night



Sc.

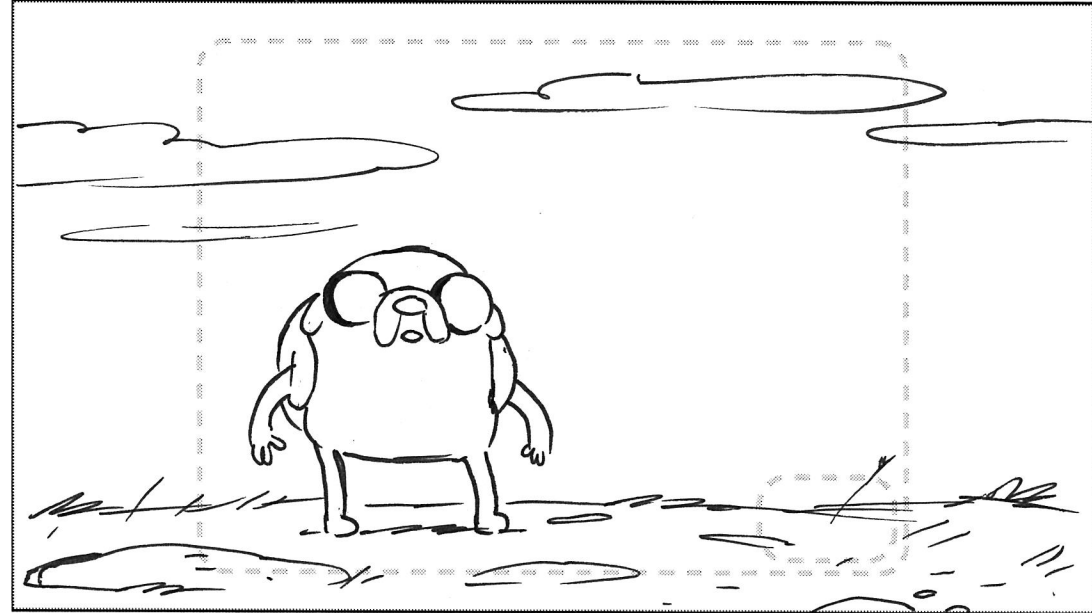
7

Pnl.

A

Bg.

day night



Dialog:

(F:) c'mon Jake!

(JAKE:) okay hold on, →

Action: - Finn puts map into his backpack while running towards cave.



Timing:

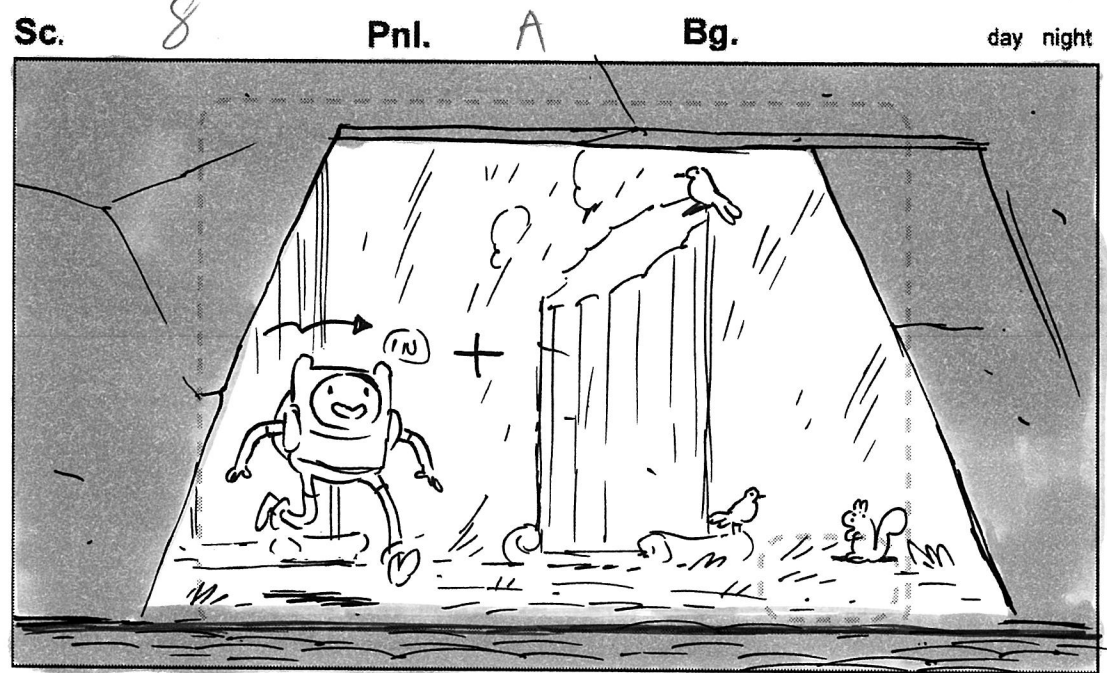
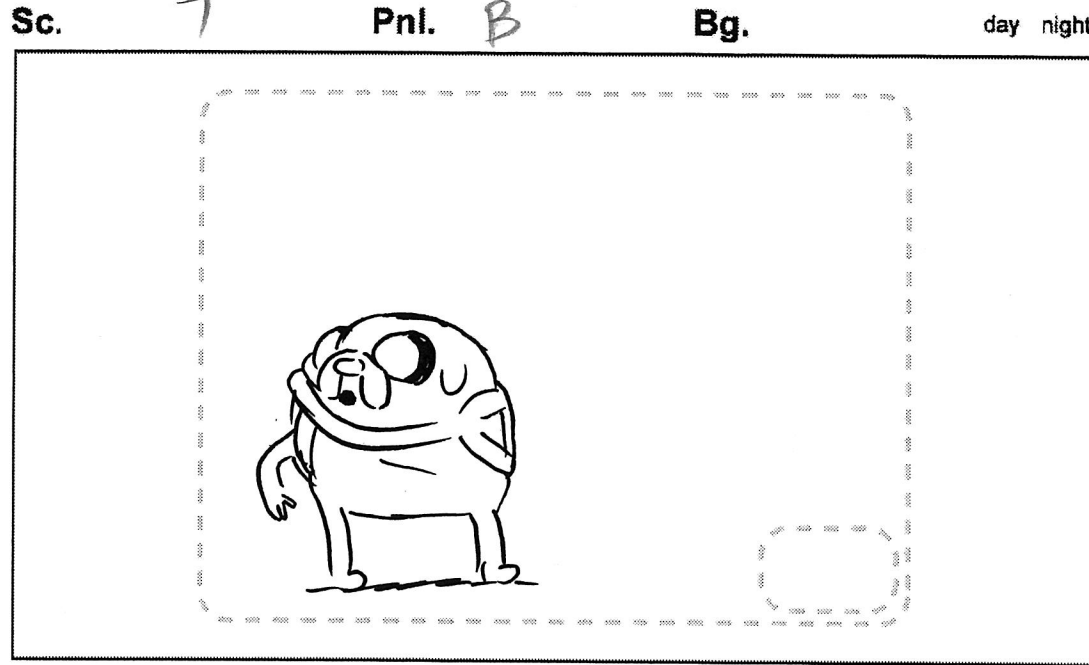
EPISODE #
1034-227

Production :

ADVENTURE TIME



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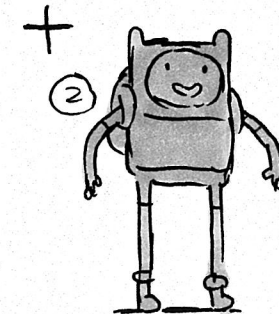
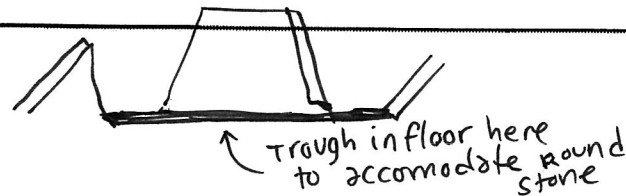
Dialog: (J:) → lemme get out my sidewalk chalk, →

(J:) (os) I wanna write all over the walls in there.



- Finn runs up to the temple threshold.

Timing: A B A B
Jake rummages in his backpack



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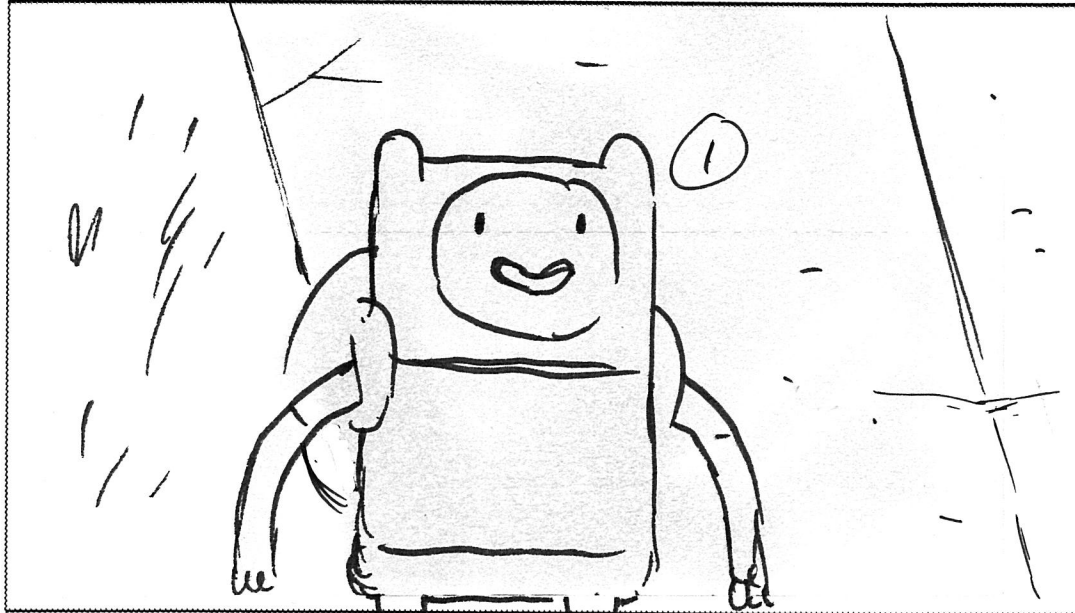
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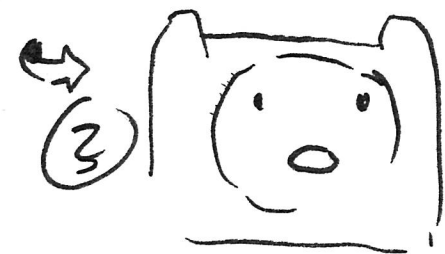
ADVENTURE TIME



Page 10

Sc. 9 Pnl. A Bg. day night Sc. 9 Pnl. B Bg. day night



Dialog:	<p>(F. 2) What? (3) You can't use that stuff in here -</p>  <p>- Finn looks back at Jake.</p>
Action:	
Timing:	

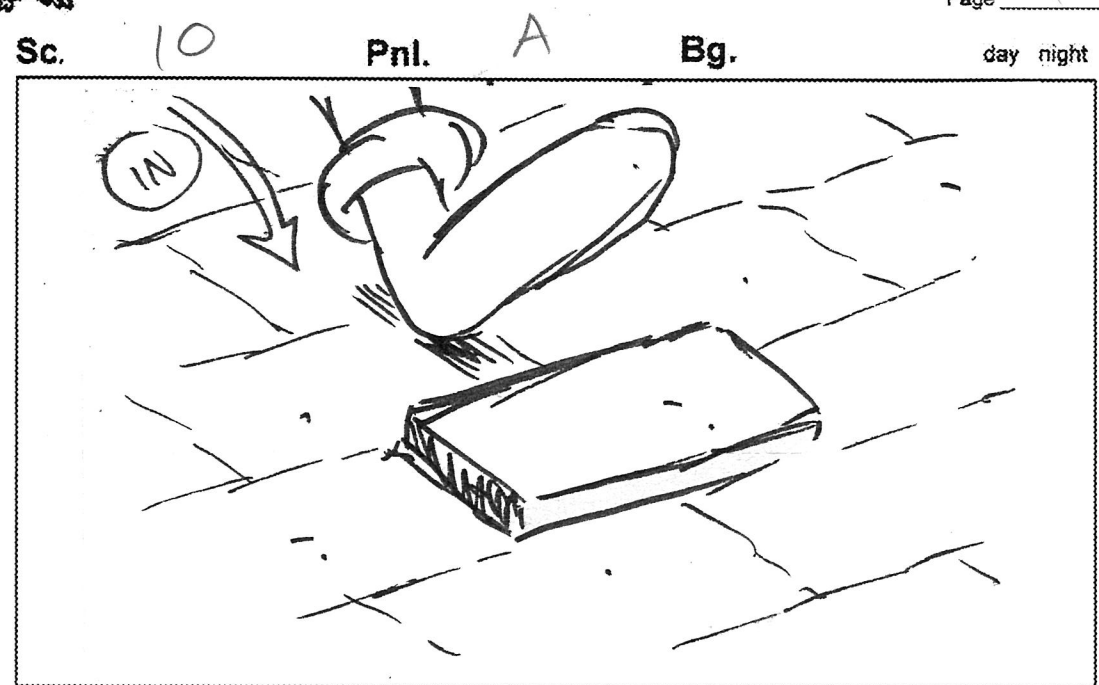
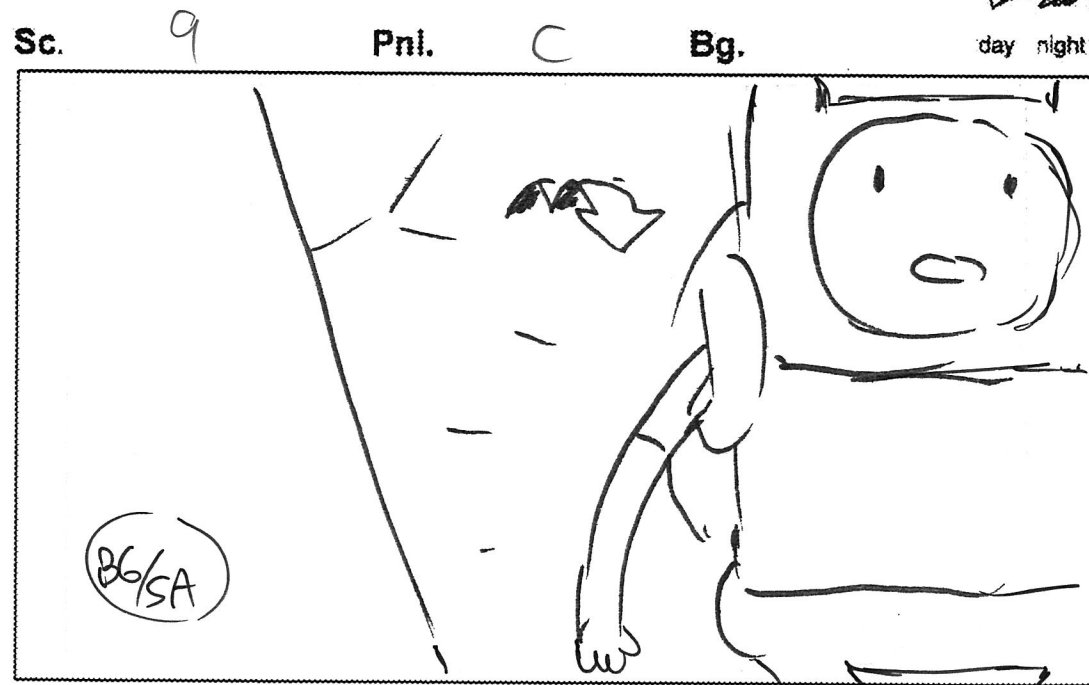
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Production :

ADVENTURE TIME



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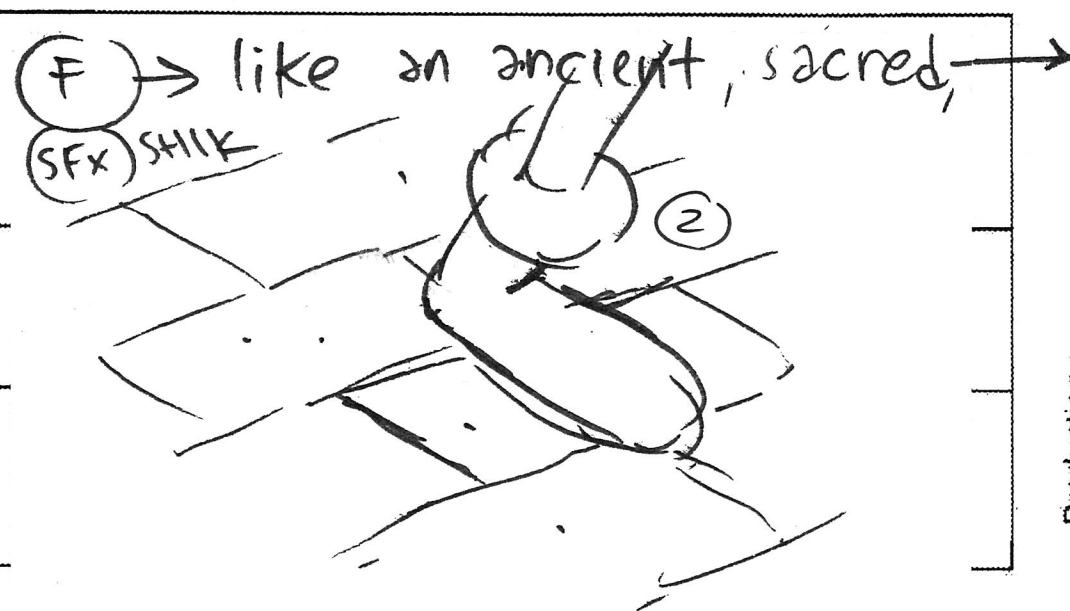


Dialog:

(F) → This is →

Action:

Timing:



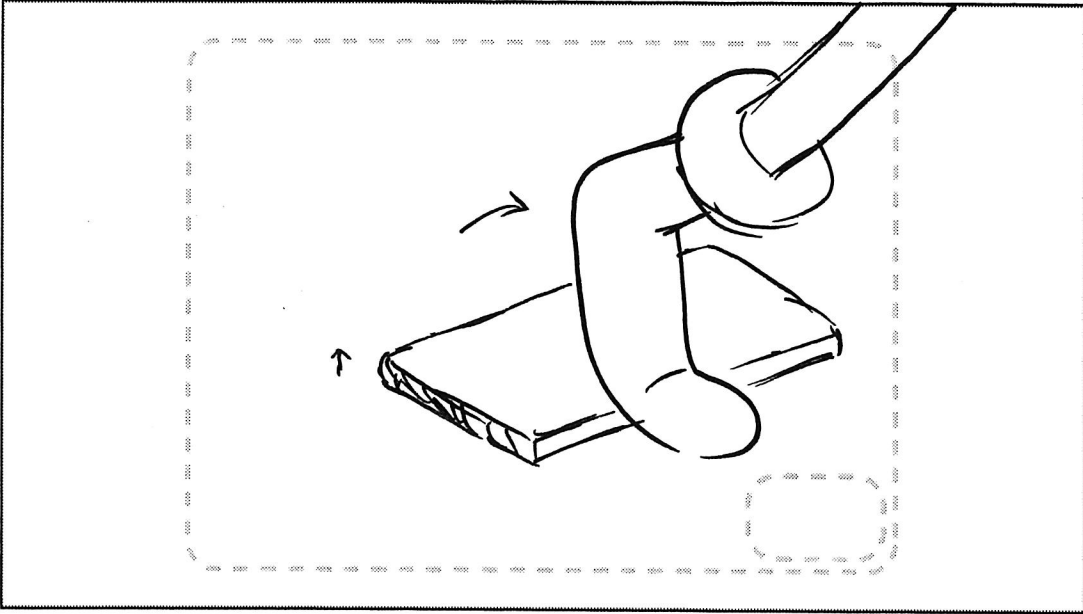
EPISODE # 1034-227

Production :

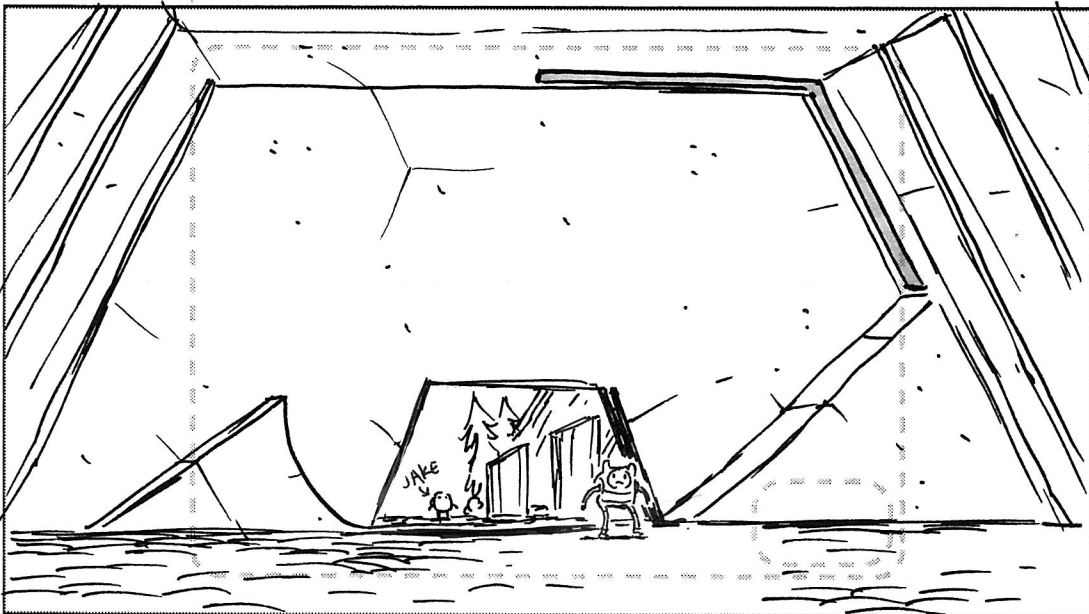
ADVENTURE TIME



Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:

(Sfx) RRRRRR →
(Finn) temp --

(Sfx) RRUMBLE !!

Action:

- trap trigger raises slightly as Finn's foot steps off.

Timing:

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EPISODE #

Production :

ADVENTURE TIME



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Sc.

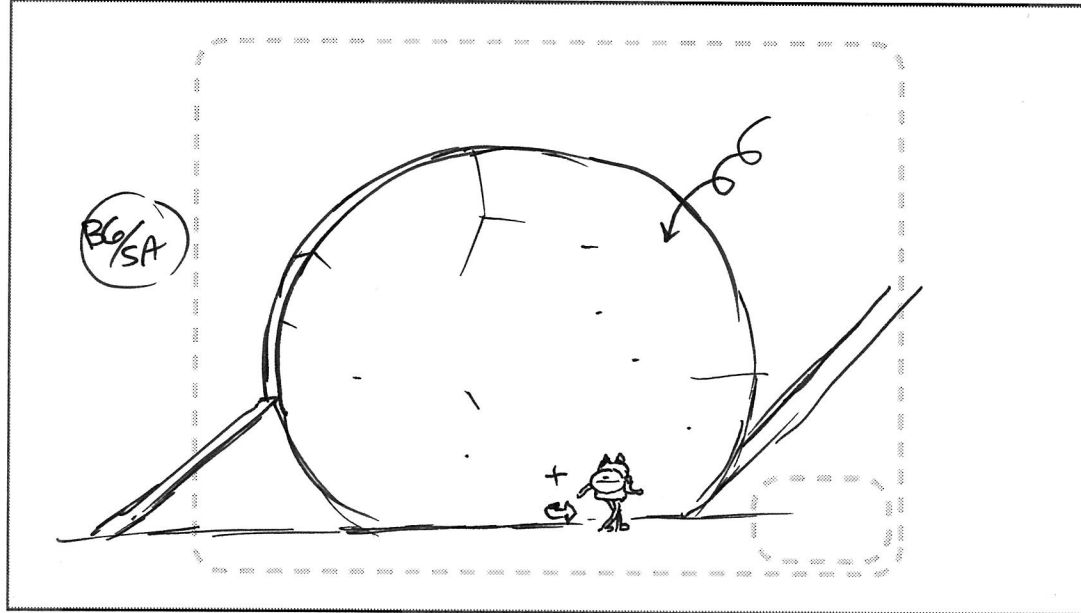
11

Pnl.

B

Bg.

day night



Sc.

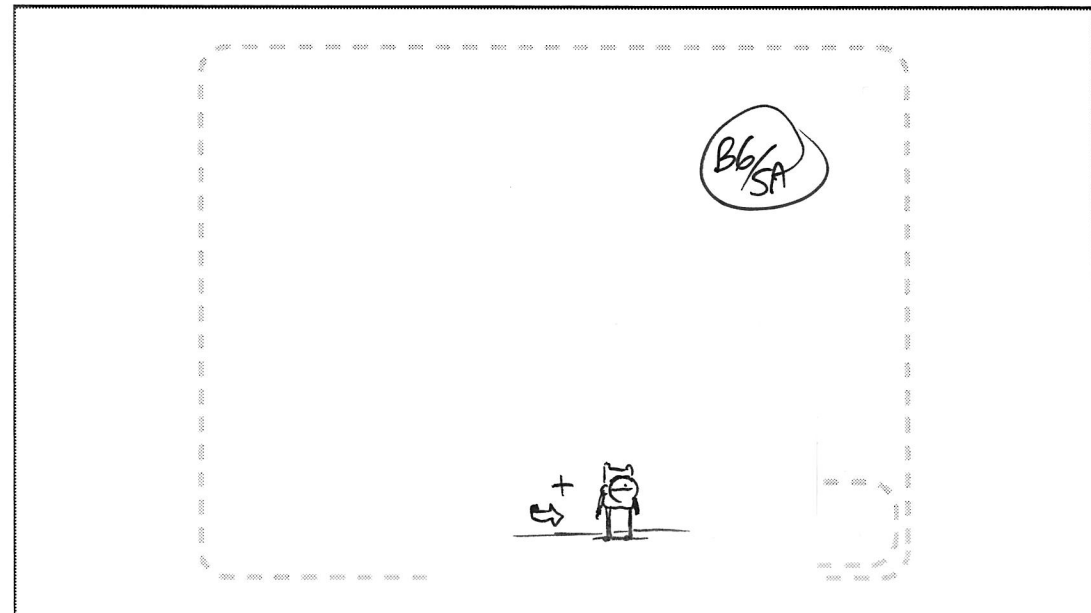
11

Pnl.

C

Bg.

day night



Dialog:

(SFX:) RRUMBLE! SMASH!

Action:

- Stone wheel rolls in from the ceiling.
- Finn looks back, startled.

Timing:

EPISODE # 1034-227

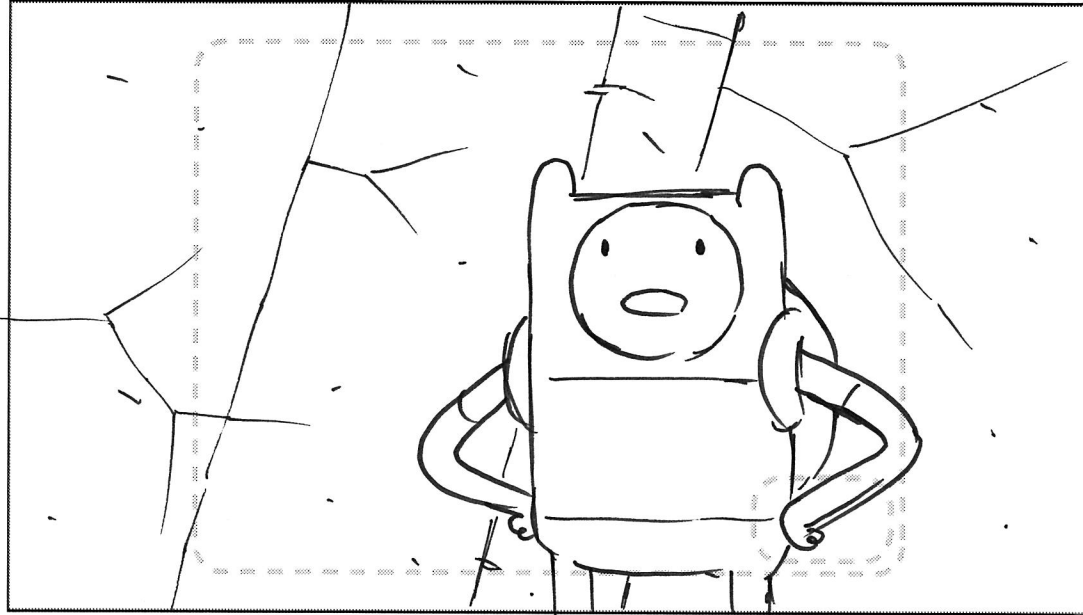
Production :

ADVENTURE TIME



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Sc. 12 Pnl. A Bg. day night



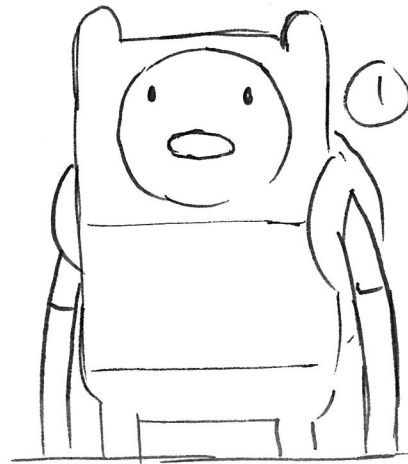
Sc. 12 Pnl. B Bg. day night



Dialog: F: Oh, Well, now, that's just great.

Action:

Timing:



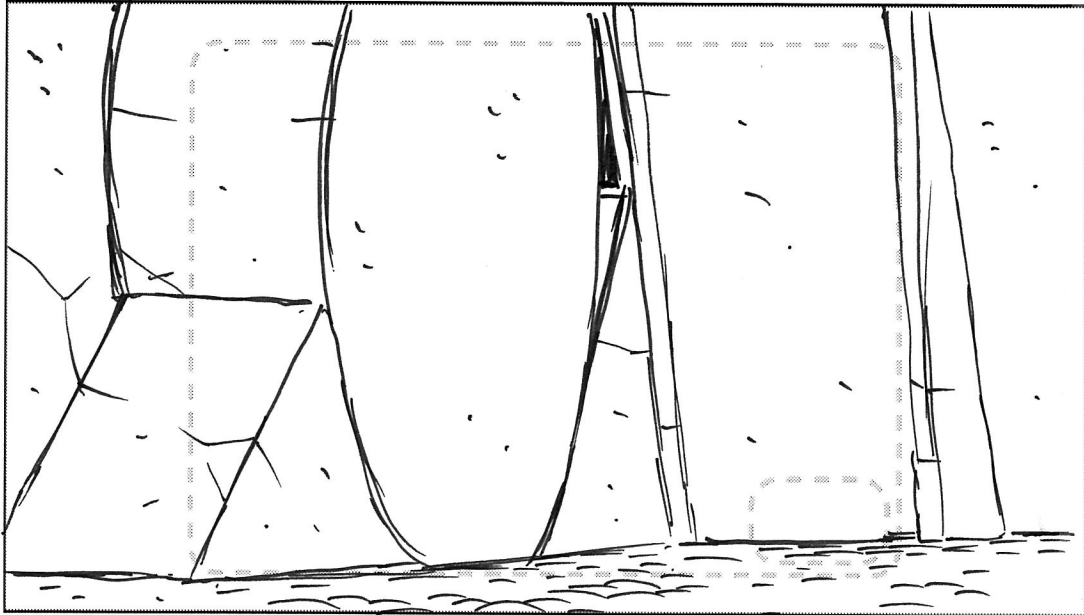
EPISODE # 1034-227

Production :

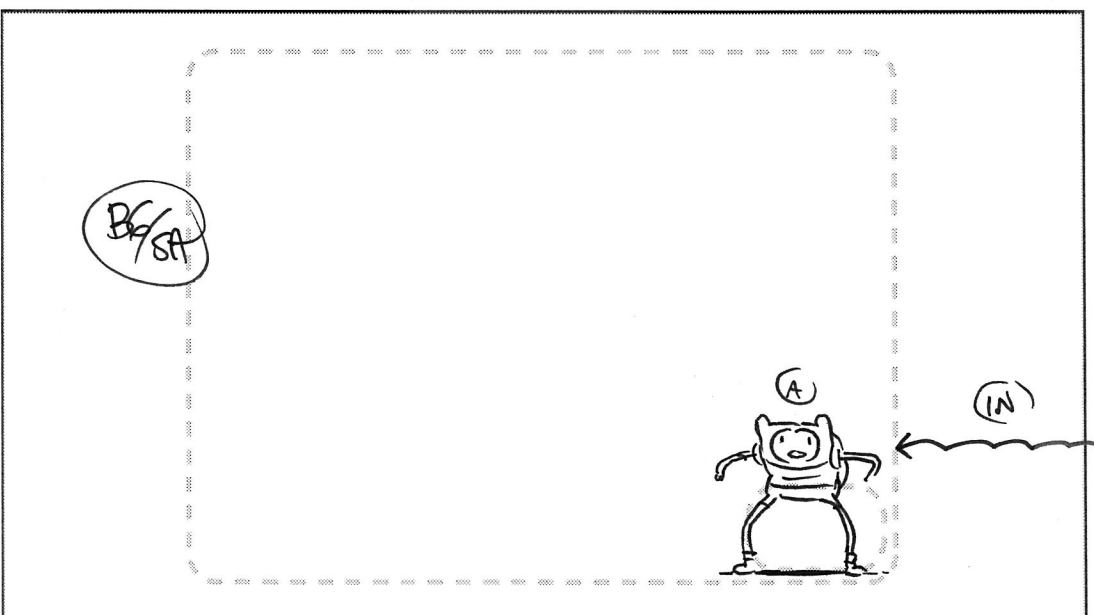
ADVENTURE TIME




Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



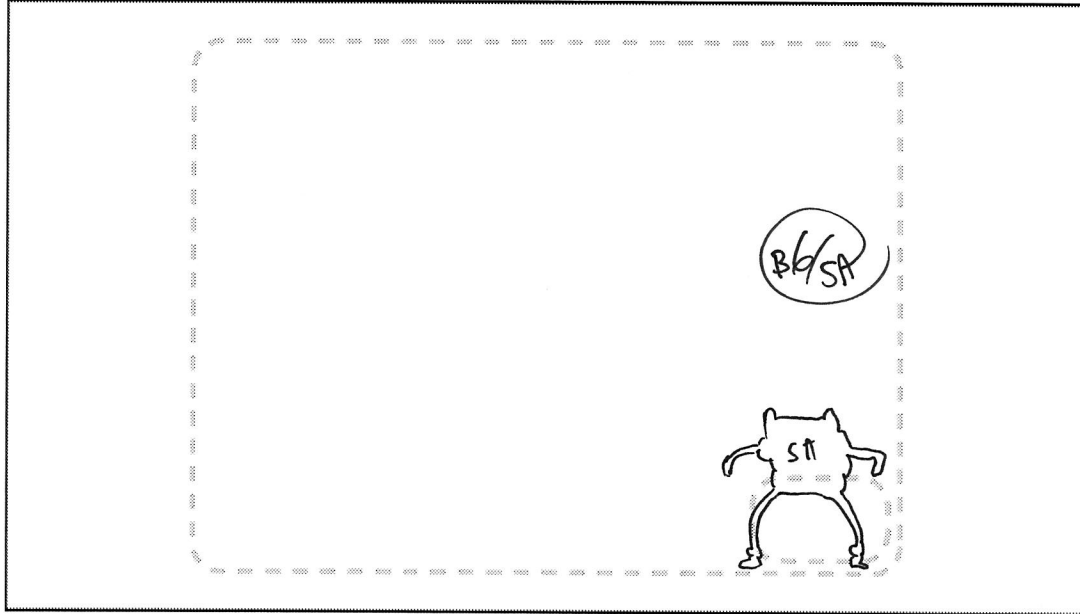
Dialog:	(FINN:) You don't put traps in the "foy-yeh" -
Action:	WALK CYCLE: A B A B etc.
Timing:	

EPISODE # 1034-227
Production :

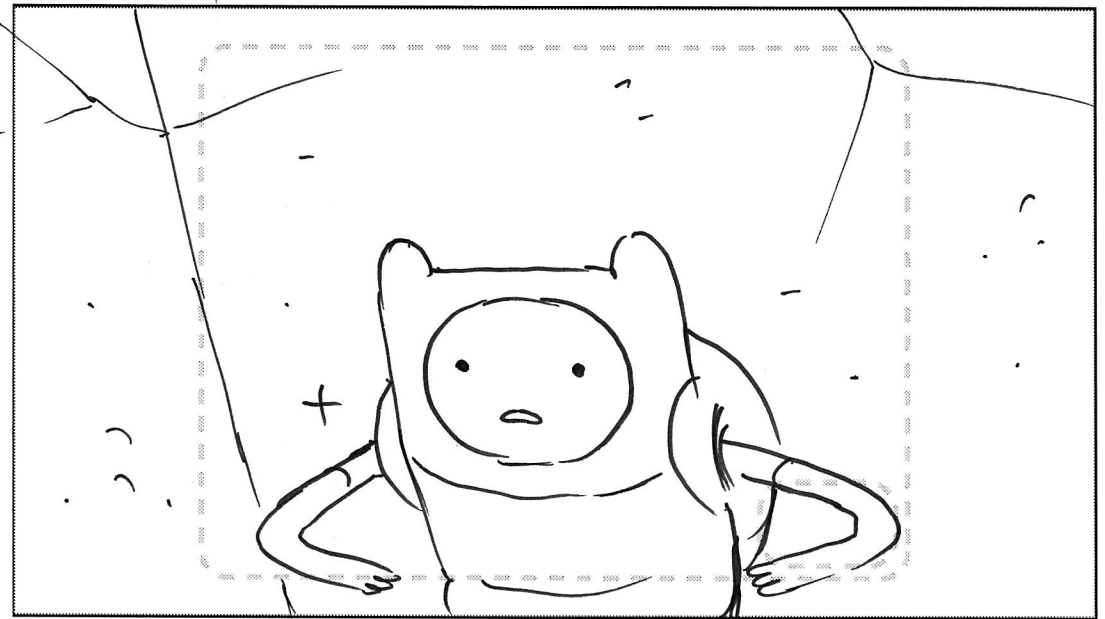
ADVENTURE TIME



Sc. 13 Pnl. C Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog: (F:) the "foy-yeh" is a safe space.

(F:) * SIGH *

Action: - Finn looks up at stone wheel.

Timing:



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Production :

ADVENTURE TIME



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Sc.

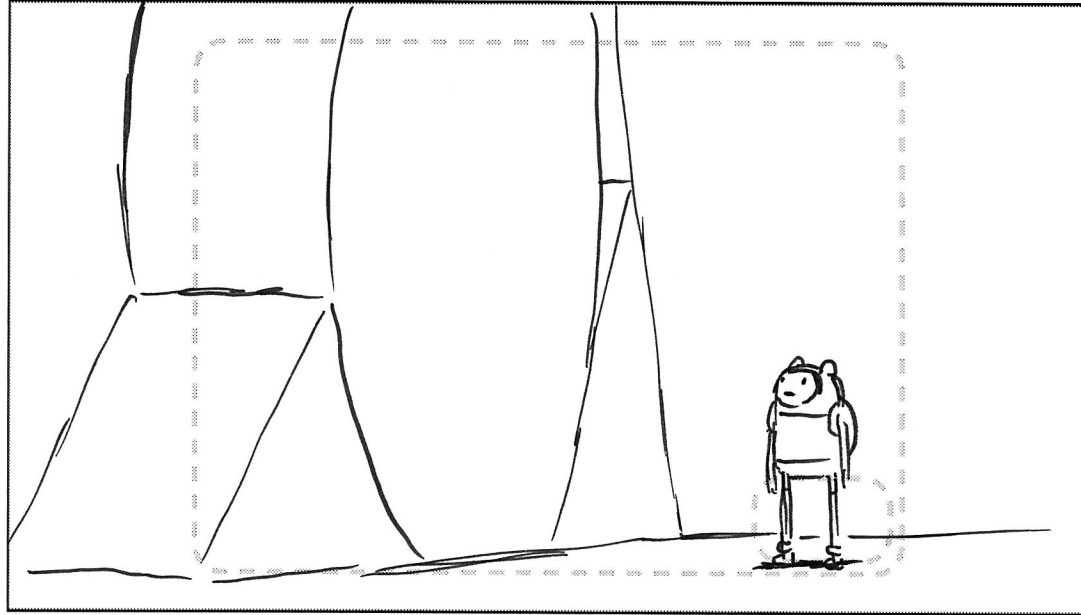
15

Pnl.

A

Bg.

day night



Sc.

15

Pnl.

B

Bg.

day night



Dialog:

(F:) Man, not even Jake could be gonna smash through this mess...

(F:) ... but maybe there's a backdoor or something?

Action:

-Finn walks O/s, heading deeper into the temple.

Timing:

EPISODE # 1034-227

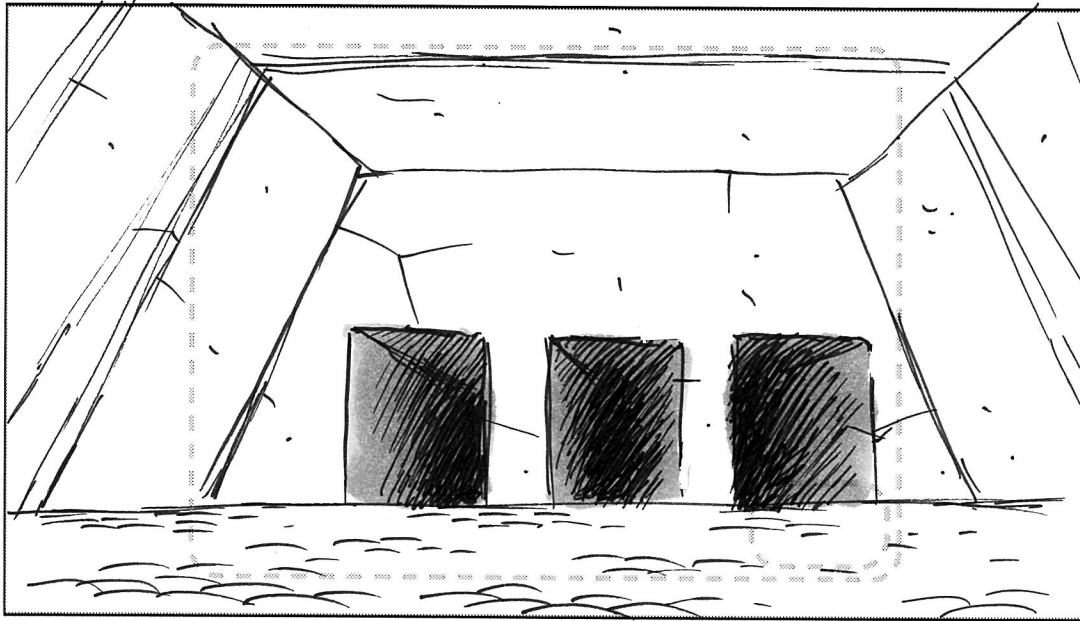
Production :

ADVENTURE TIME

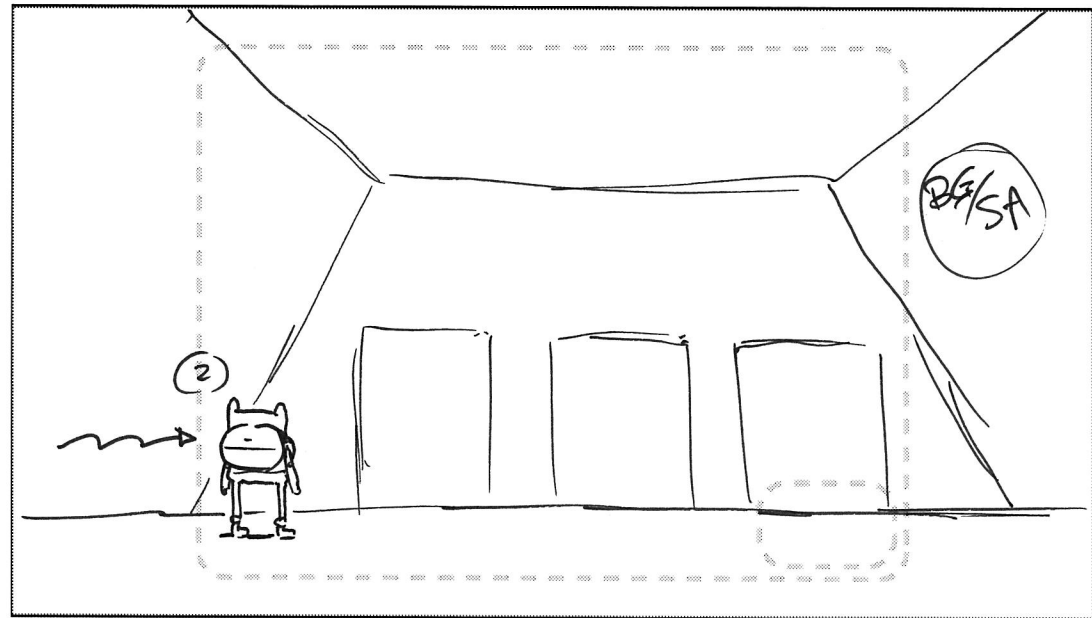


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Sc. 16 Pnl. A Bg. day night



Sc. 16 Pnl. B Bg. day night

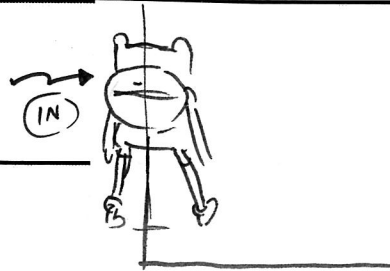


Dialog:

(FINN) (2): uh-oh, options.

Action:

Timing:



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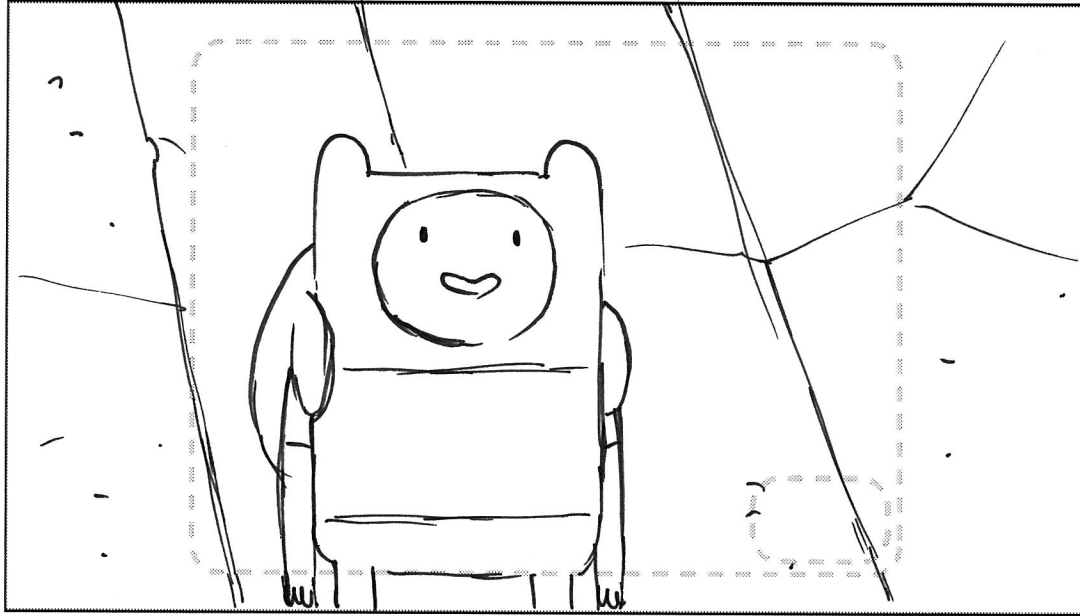
Production :

ADVENTURE TIME

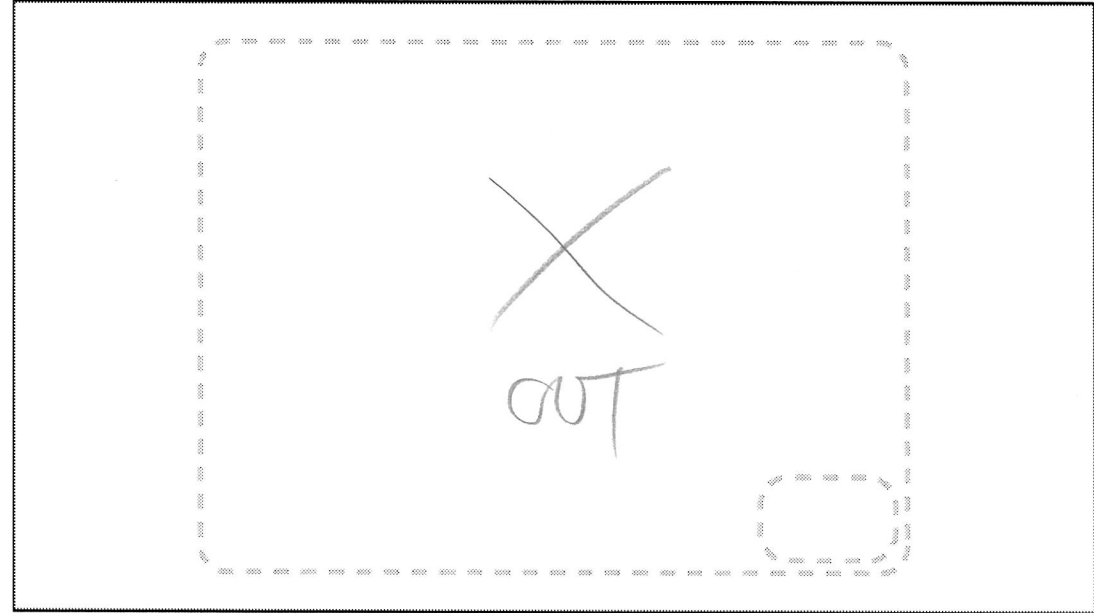


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Sc. 17 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

- (F: ①) Better leave a little trail in
case I get lost...
② Breadcrumb style -
① heh heh

Action:



Timing:

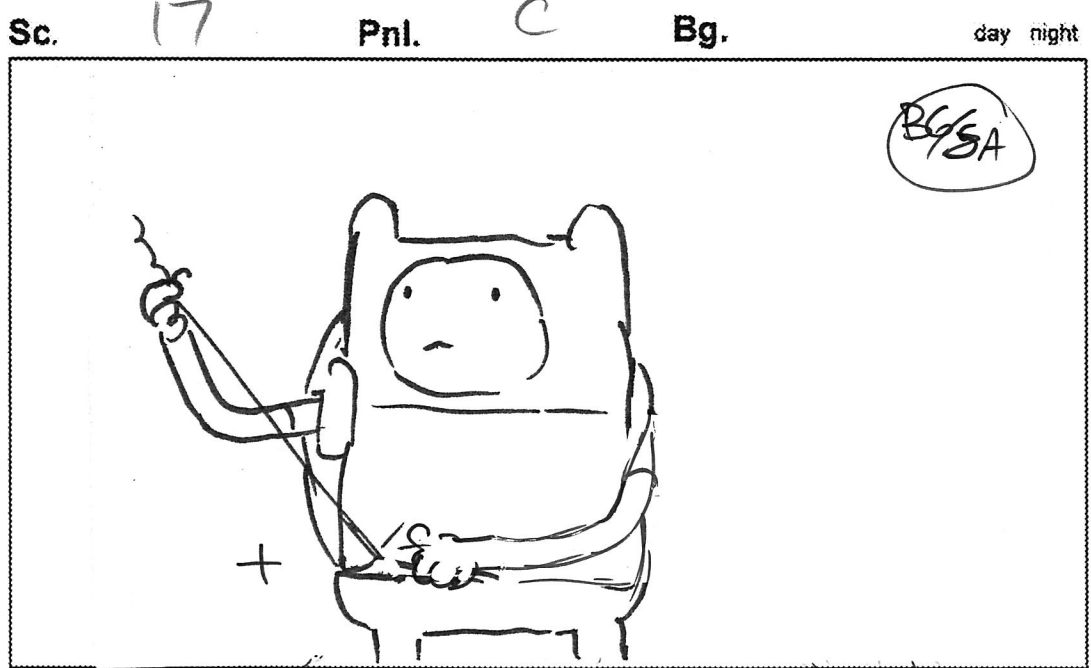
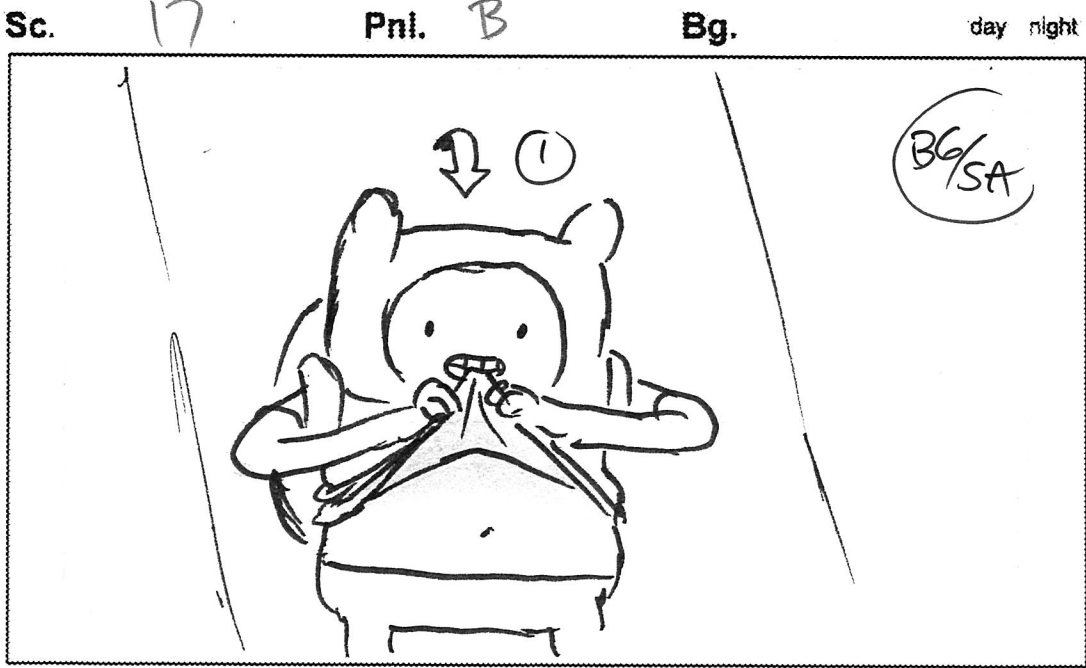
EPISODE # 1034-227


Production :

ADVENTURE TIME



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Dialog:	(Sfx): snap:	(F): mmp:
Action:		- Finn bites his shirt and pulls out a thread.
Timing:		

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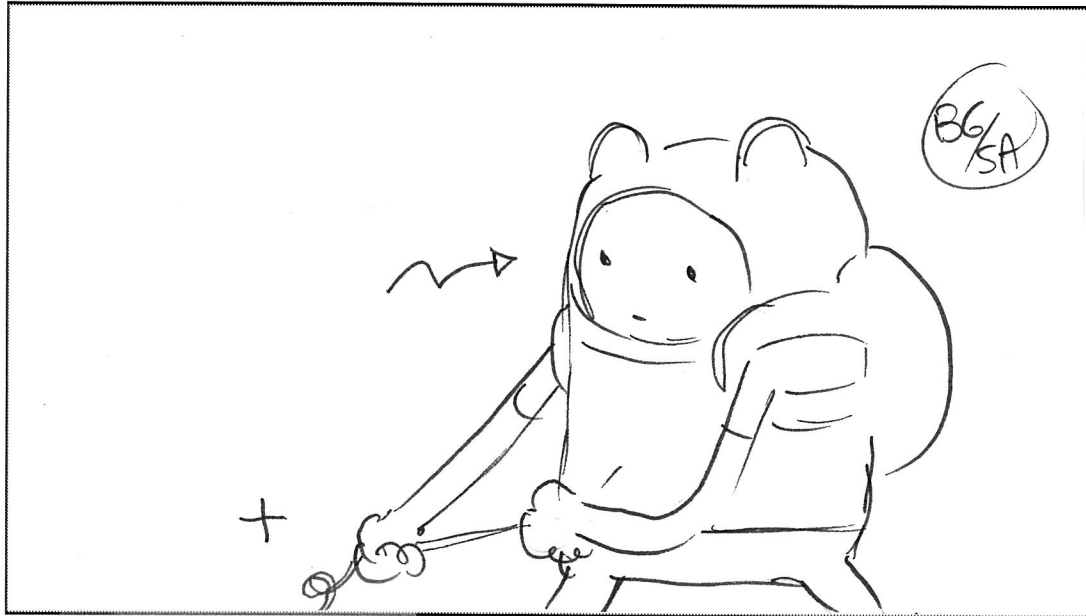
EPISODE # 1034-227
Production :

ADVENTURE TIME

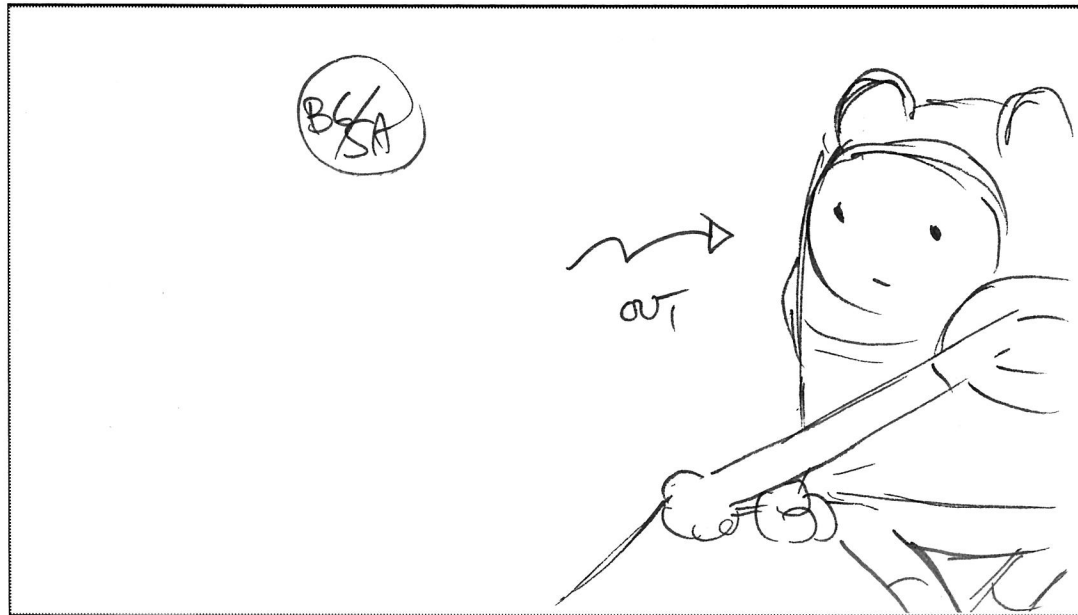


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Sc. 17 Pnl. D Bg. day night



Sc. 17 Pnl. E Bg. day night



Dialog:

Action: - Finn reels out thread from his shirt as he walks

Timing:

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EPISODE #

Production :

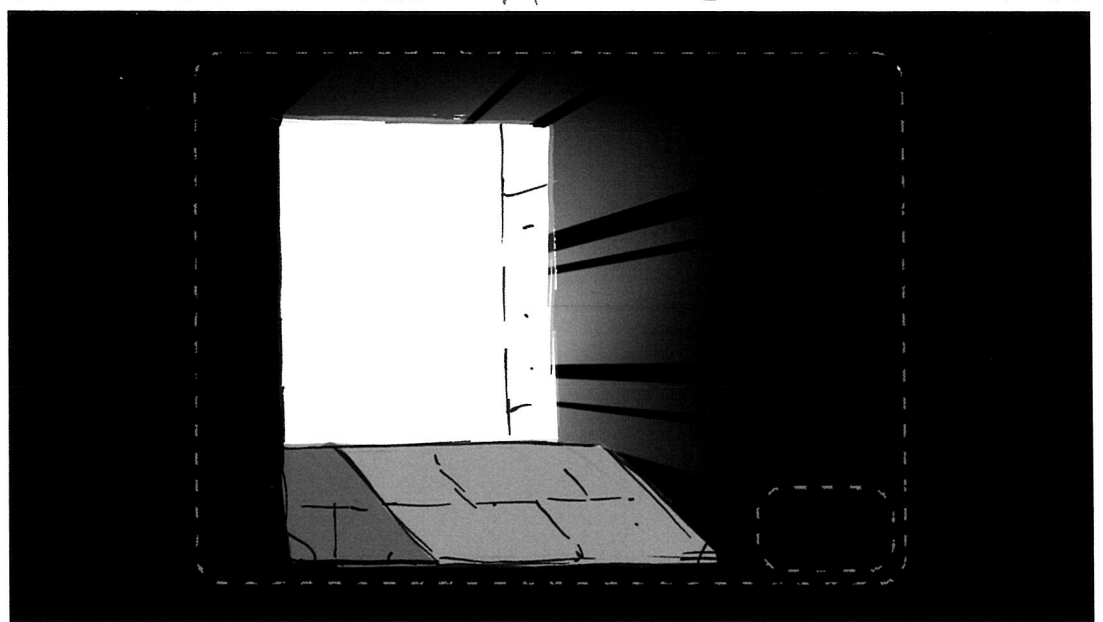
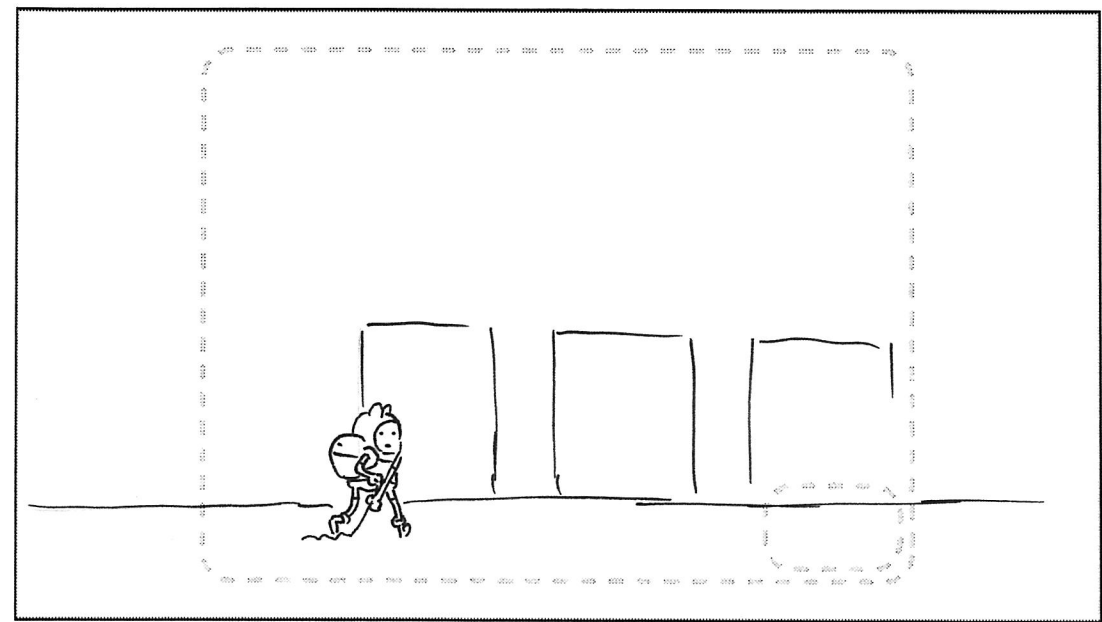
ADVENTURE TIME

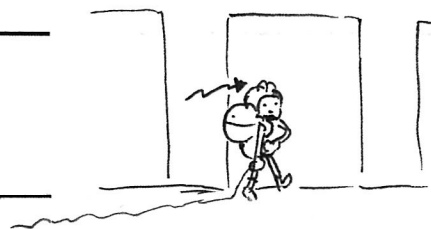


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Sc. 18 Pnl. A Bg. day night

Sc. 19 Pnl. A Bg. day night



Dialog:	(F:) Plus for if Jake gets in and tries to track me down.	(F:) Too bad I don't →
Action:		- Finn reels out thread as he walks.
Timing:		

EPISODE # 1034-227

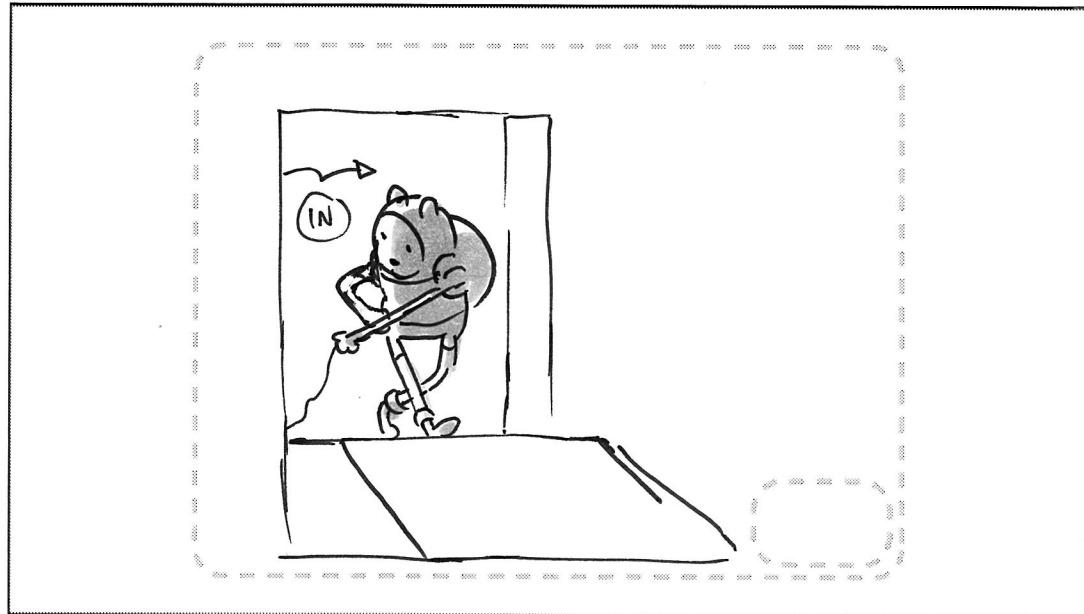
Production :

ADVENTURE TIME

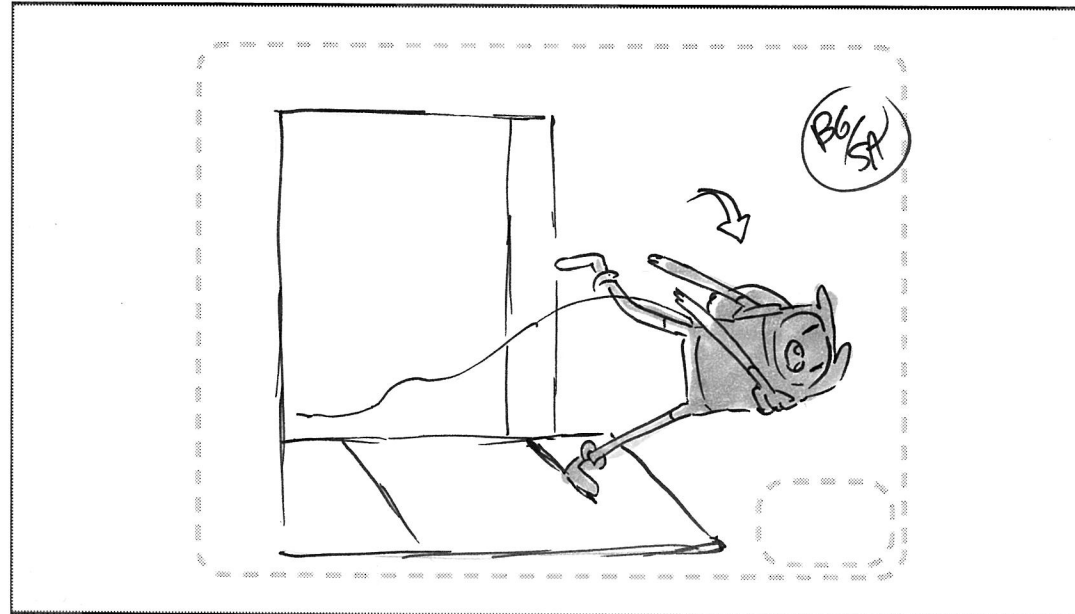


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Sc. 19 Pnl. B Bg. day night



Sc. 19 Pnl. C Bg. day night

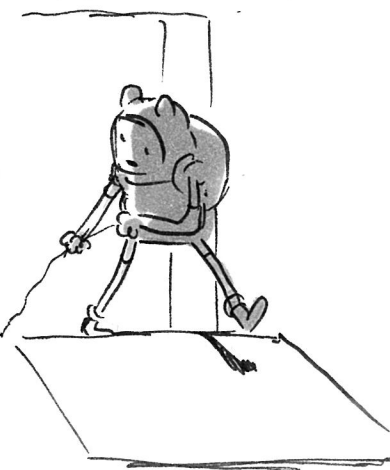


Dialog:

(F:) still have
that sidewalk ch→

Action:

Timing:



(F:) → a a A A A H H →

- Finn tumbles, thinking the floor continues
straight out.

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EPISODE #

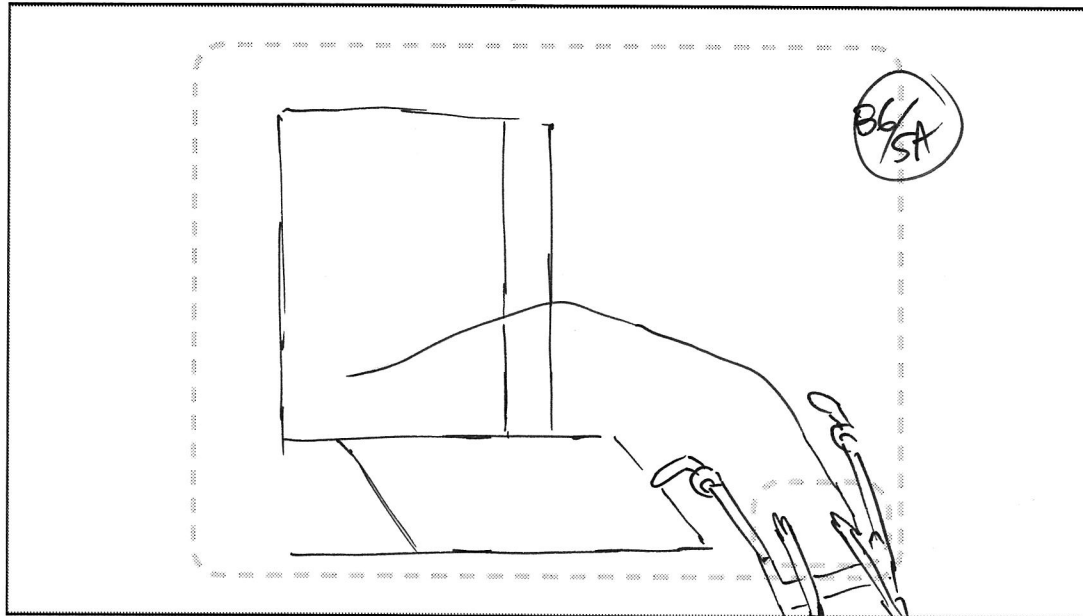
Production :

ADVENTURE TIME

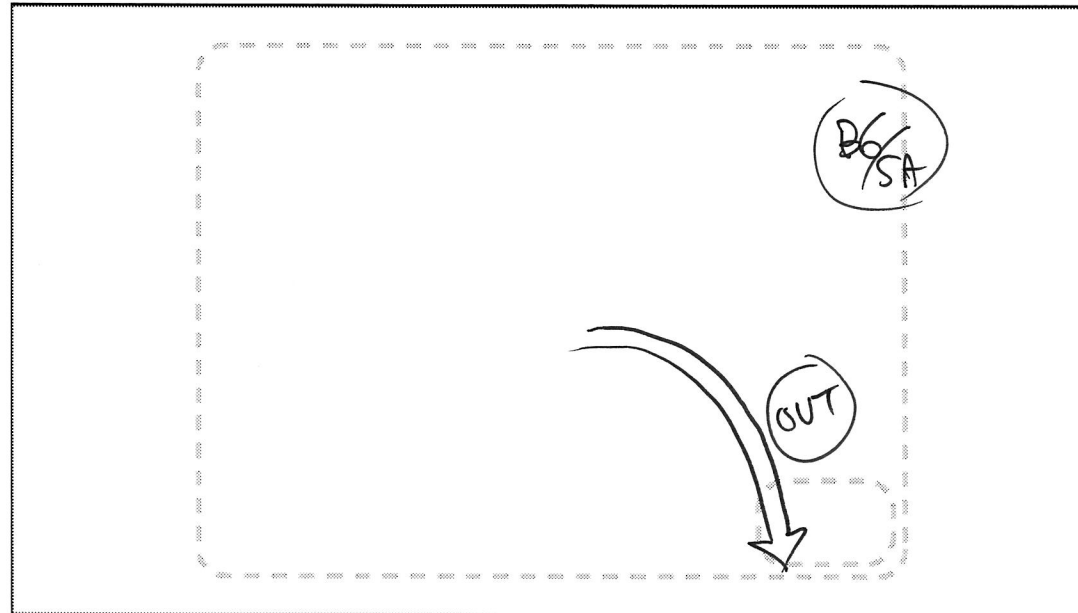


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Sc. 19 Pnl. D Bg. day night



Sc. 19 Pnl. E Bg. day night



Dialog:

(F:) → H H H H →

(F:) COF!
(SFX:) WHAM!

Action:

- Finn falls off the ledge.

Timing:

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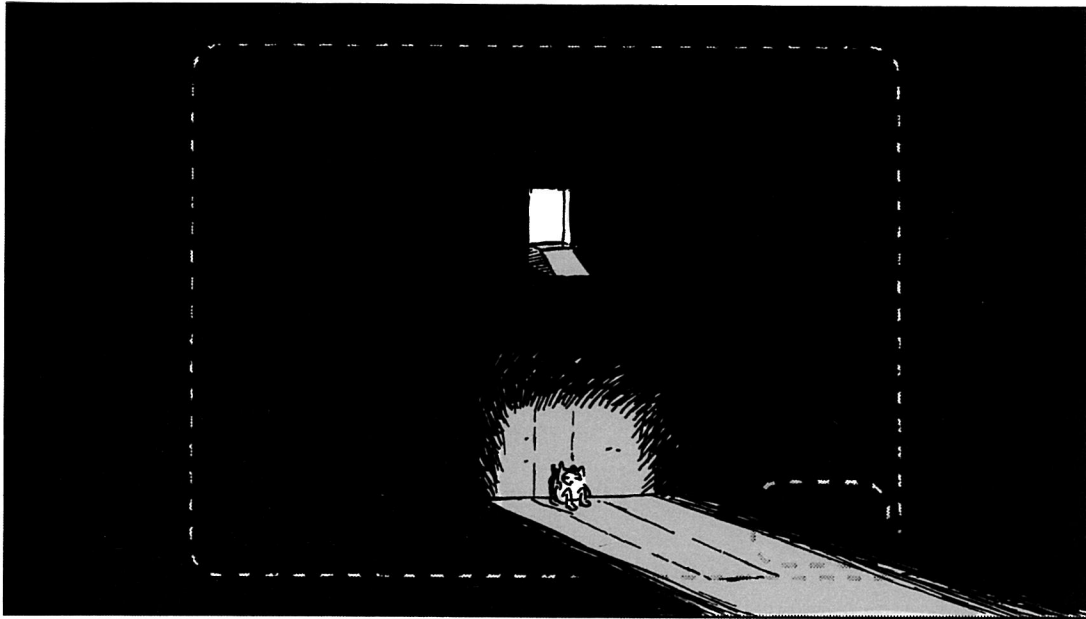
Production :

ADVENTURE TIME

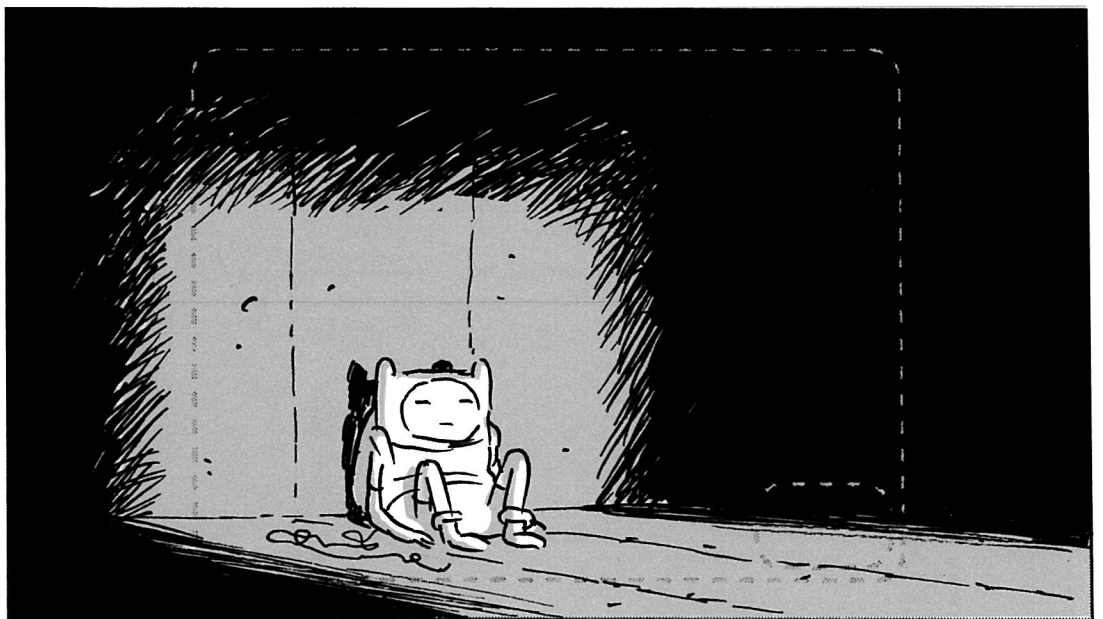


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Sc. 20 Pnl. A Bg. day night



Sc. 21 Pnl. A Bg. day night



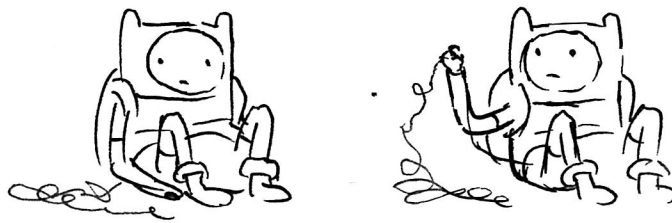
Dialog:

(F!)(pained) zhhh...

Action:

-Finn holds up the unraveled thread from his shirt.

Timing:



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EPISODE #

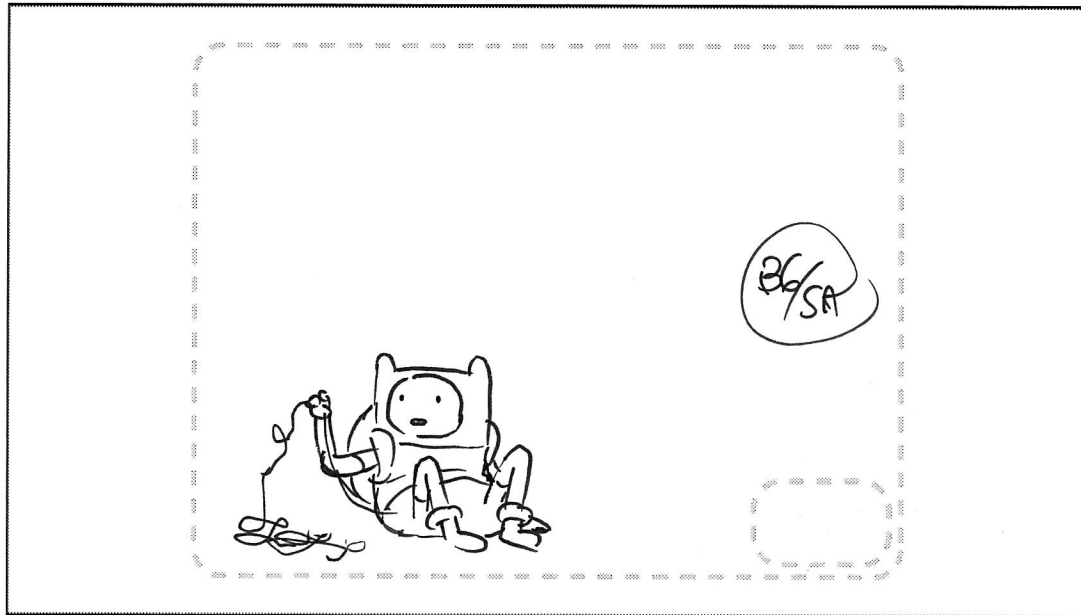
Production :

ADVENTURE TIME

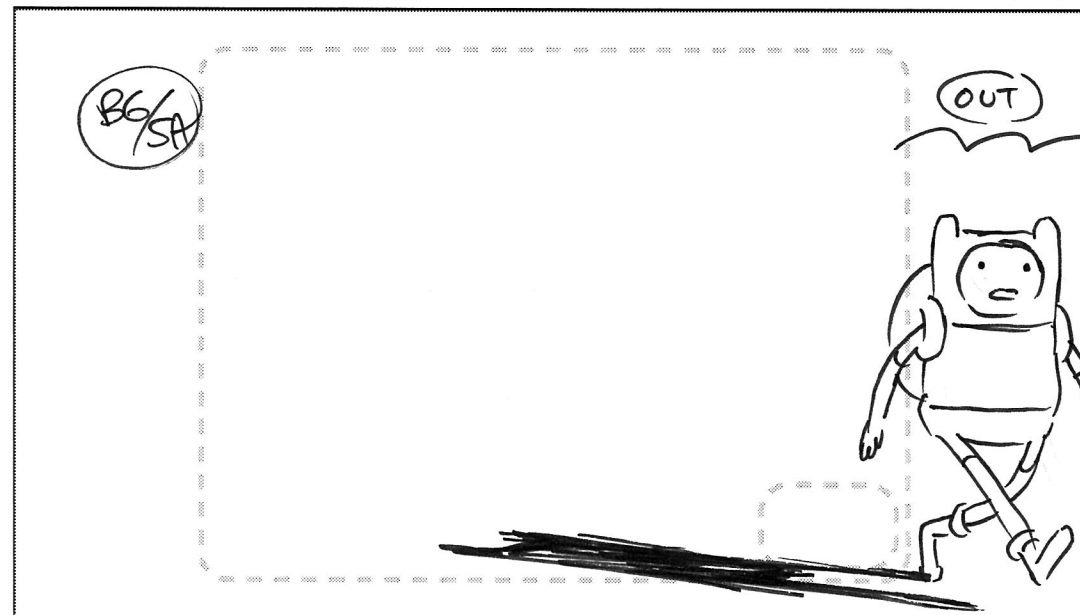


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Sc. 21 Pnl. B Bg. day night



Sc. 21 Pnl. C Bg. day night

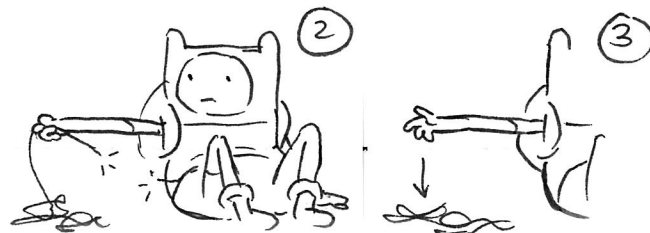


Dialog: (F:) okay, well, scratch that.
(2) (SFX:) $\dot{=}$ snap $\dot{=}$

(F:) Now I really hope there's another way out.

Action: - Finn snaps off the thread.

Timing:



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EPISODE #

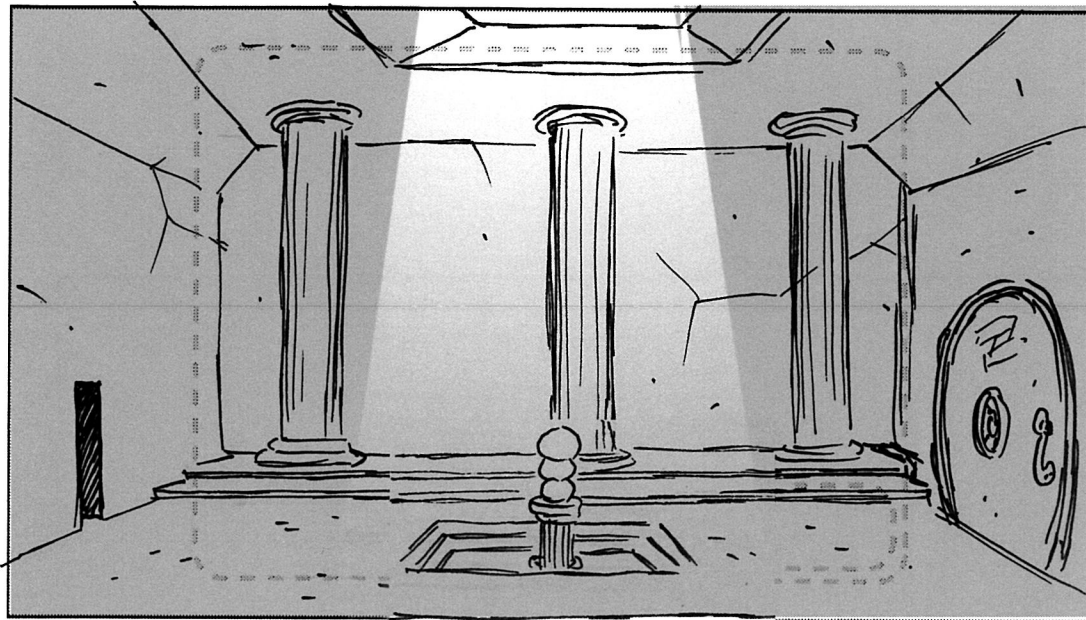
Production :

ADVENTURE TIME

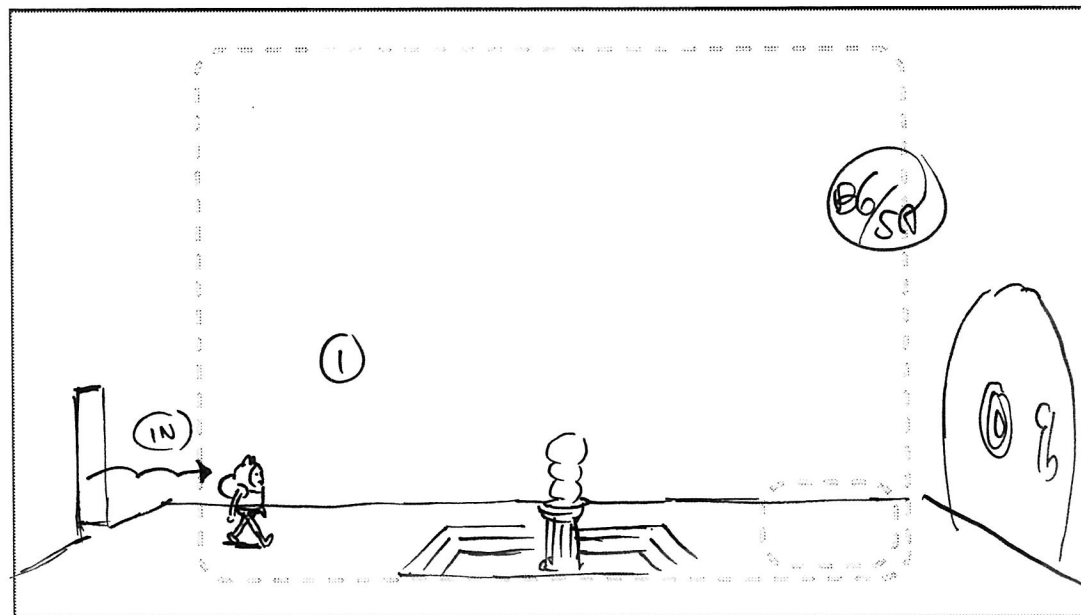


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Sc. 22 Pnl. A Bg. day night



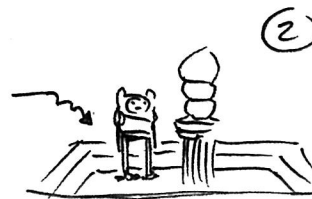
Sc. 22 Pnl. B Bg. day night



Dialog:

Action:

-Finn walks up to statue and looks at it.



Timing:

EPISODE #

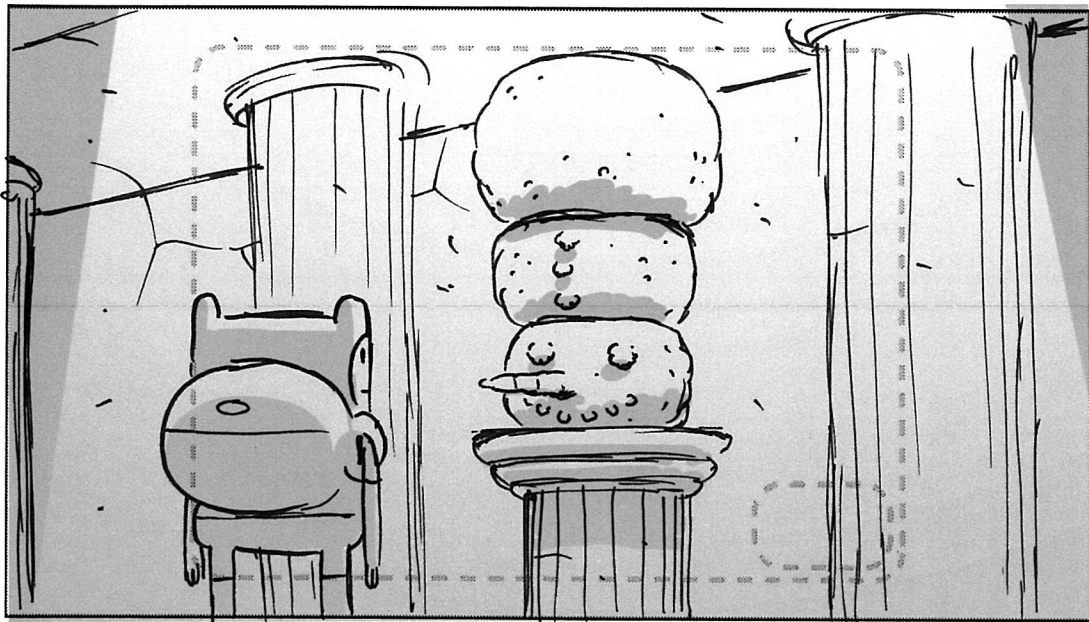
1034-227

Production :

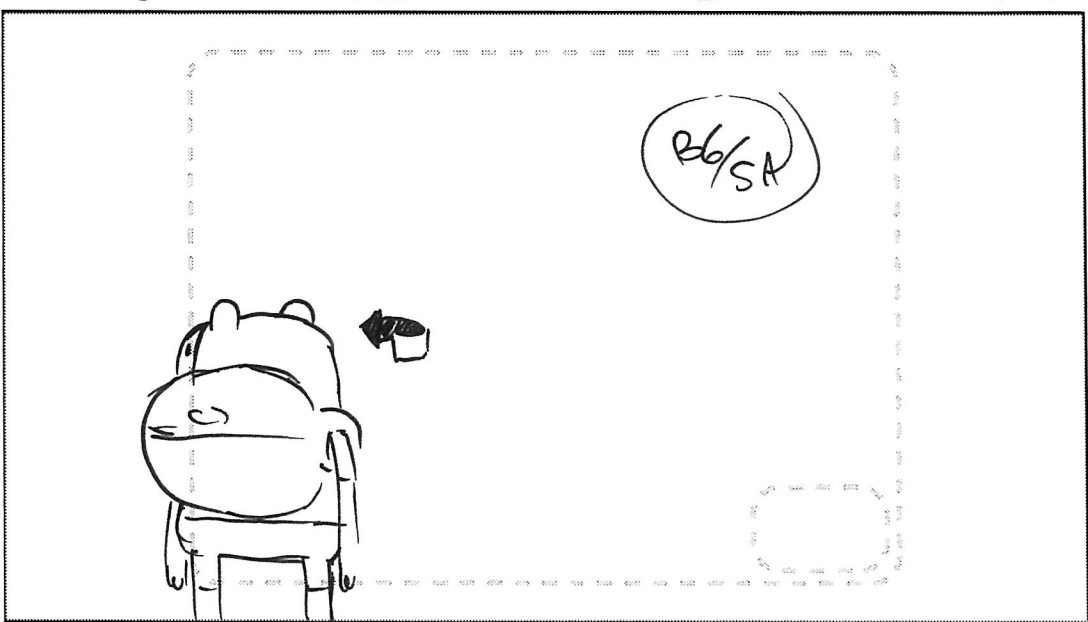
ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



Dialog:	- BEAT -	
Action:	- Finn looks at statue.	- Finn looks at vault door.
Timing:		

EPISODE # 1034-227

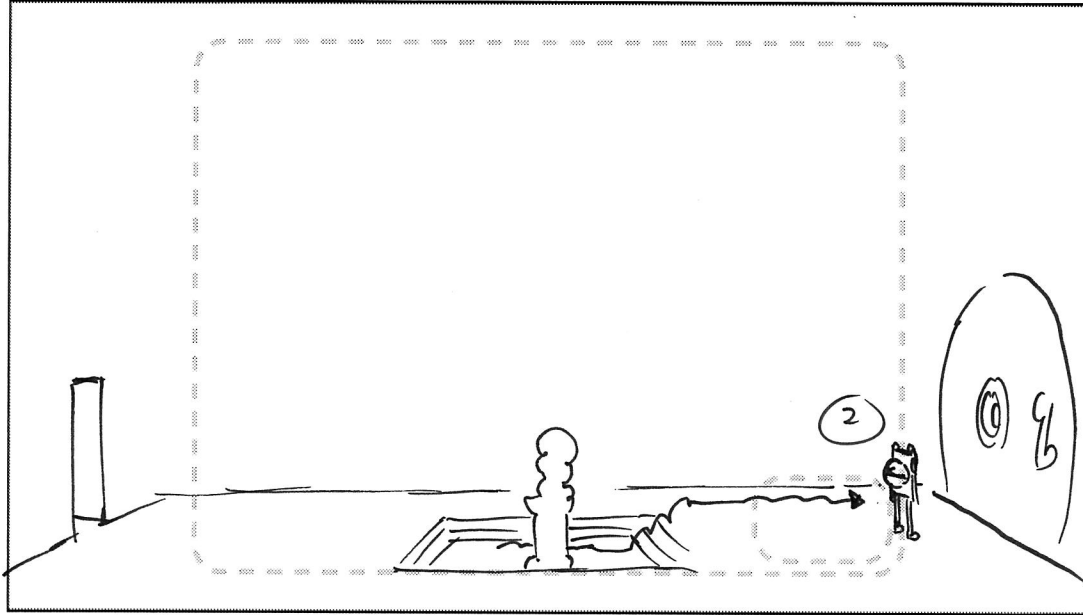
Production :

ADVENTURE TIME

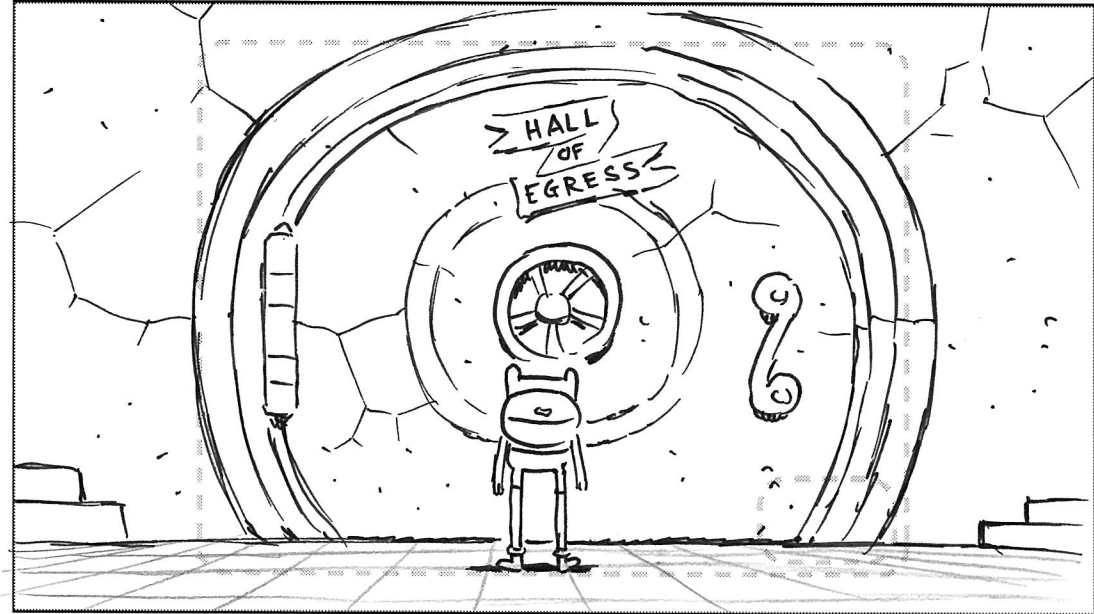


Page 29

Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night



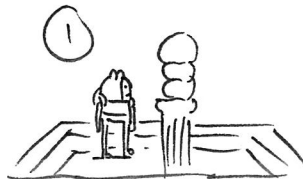
Dialog:

(FINN): [READING] Hall .. of ... Egress...

Action:

- Finn walks up to vault door.

Timing:



1034-227

EPISODE #

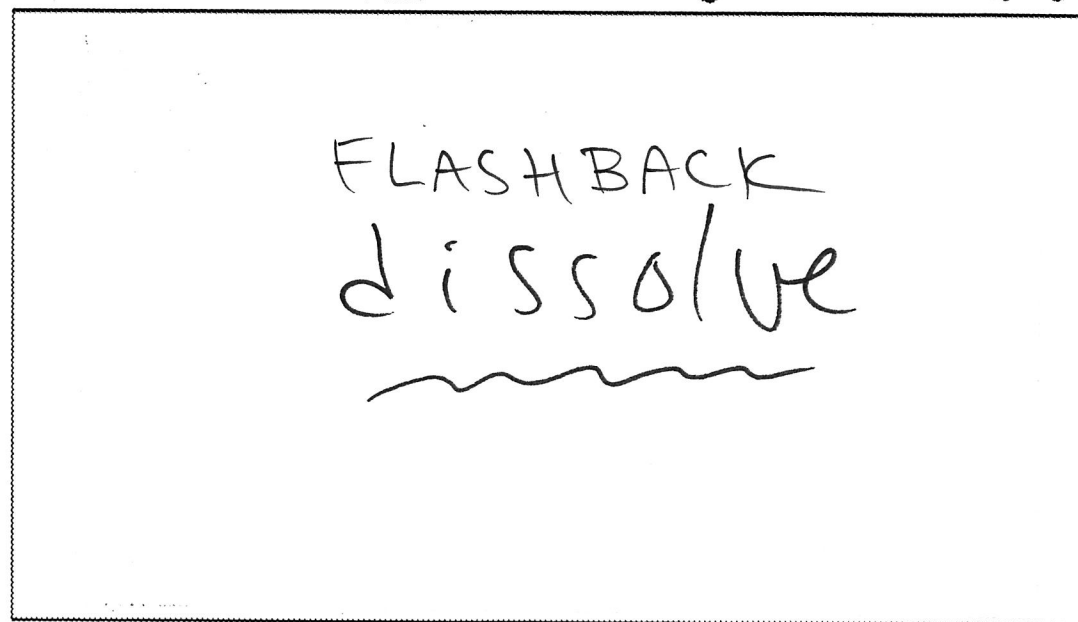
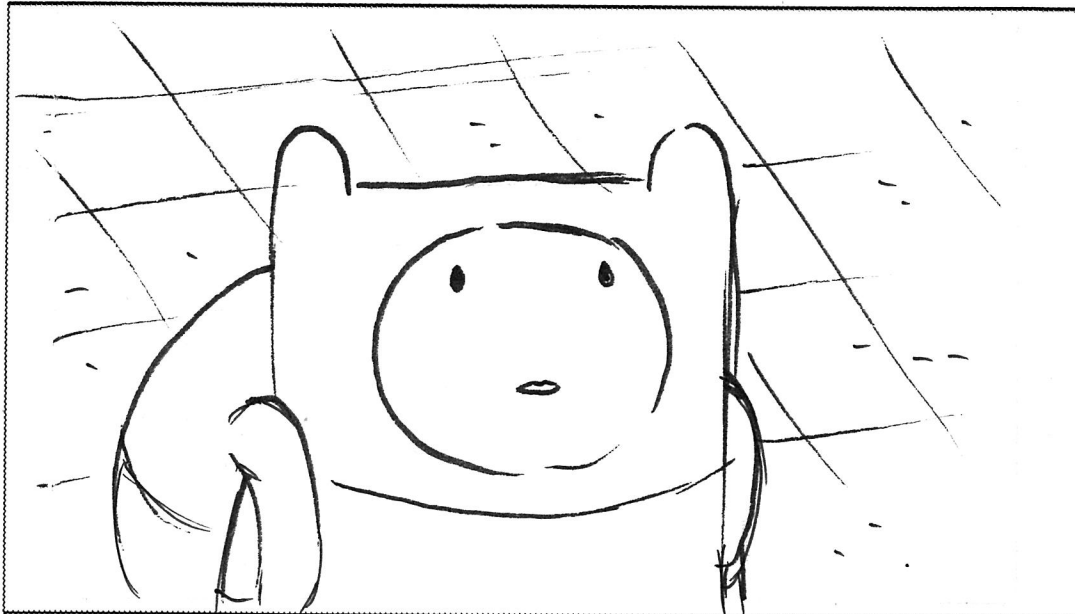
Production :

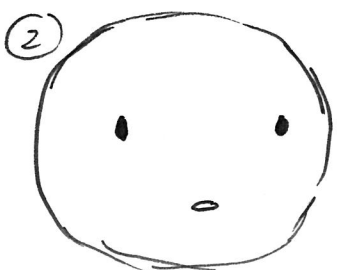
ADVENTURE TIME



Page 30

Sc. 26 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	(F) (1) Egress.. (2) egress
Action:	(2) 
Timing:	

EPISODE # 1034-227

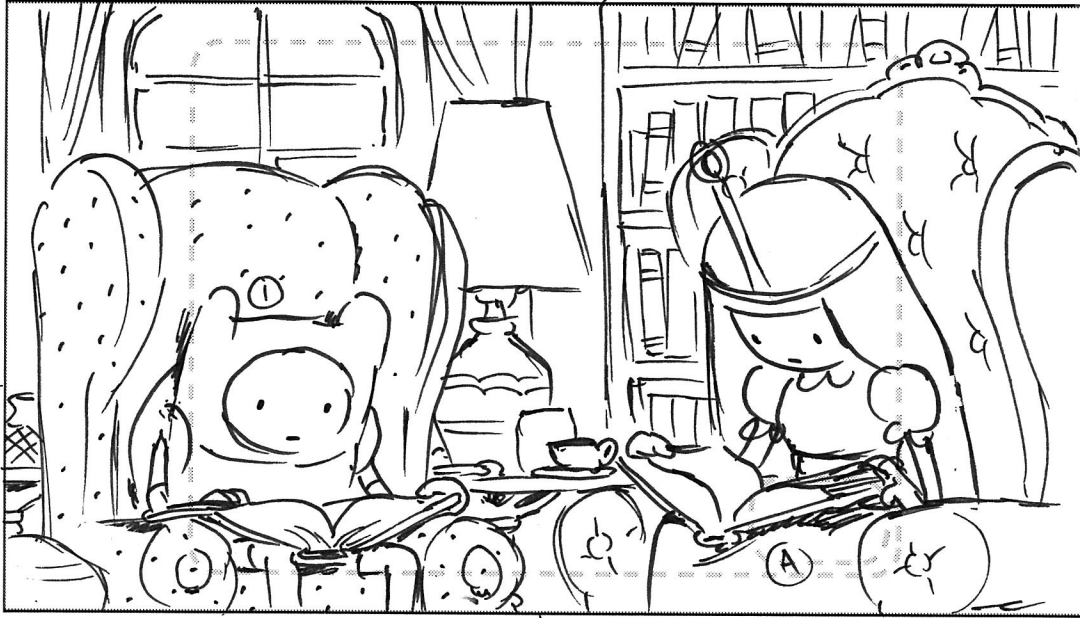
Production :

ADVENTURE TIME

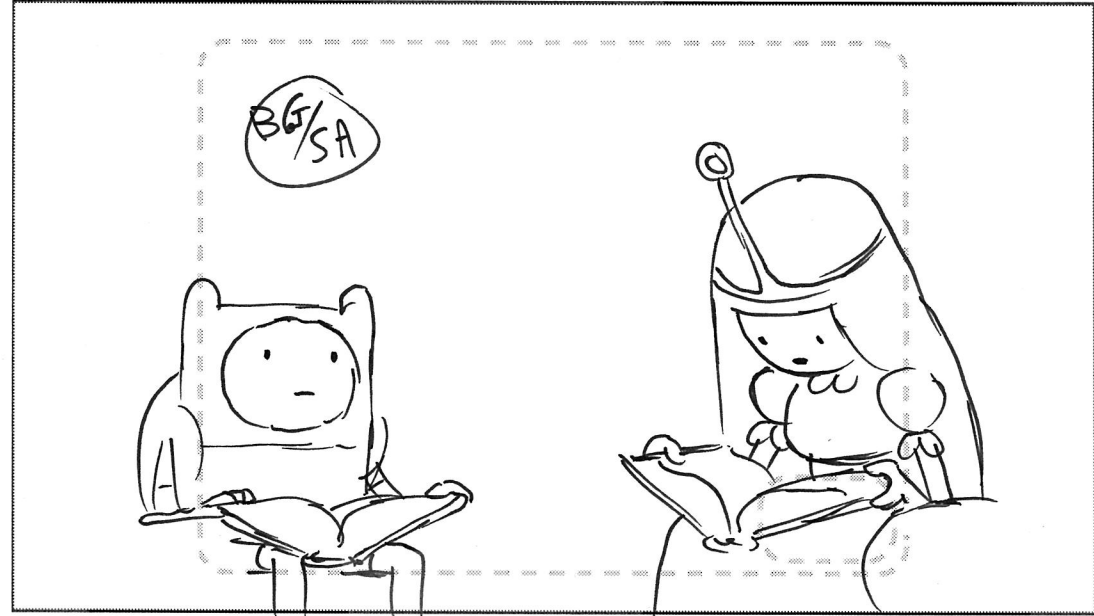


Page 31

Sc. 27 Pnl. A Bg. day night



Sc. 27 Pnl. B Bg. day night

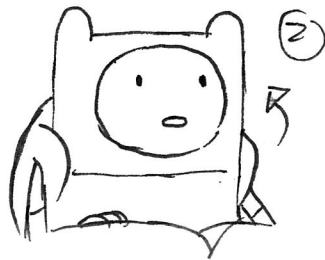


Dialog:

(FINN) ② What's "egress" mean?

(P.B.) "exit".

Action:



Timing:



- P.B. flips page, then Finn looks up from book and speaks.

EPISODE # 1034-227

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 28 Pnl. A Bg. day night

Dialog:
(FINN) EXIT!
Action:
Timing:

EPISODE # 1034-227

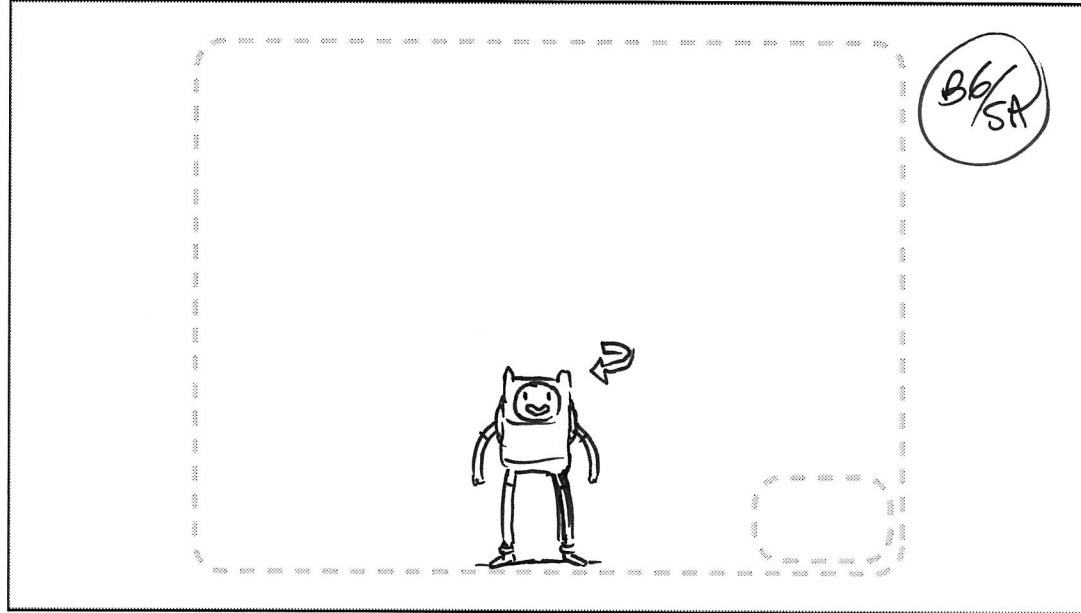
Production :

ADVENTURE TIME

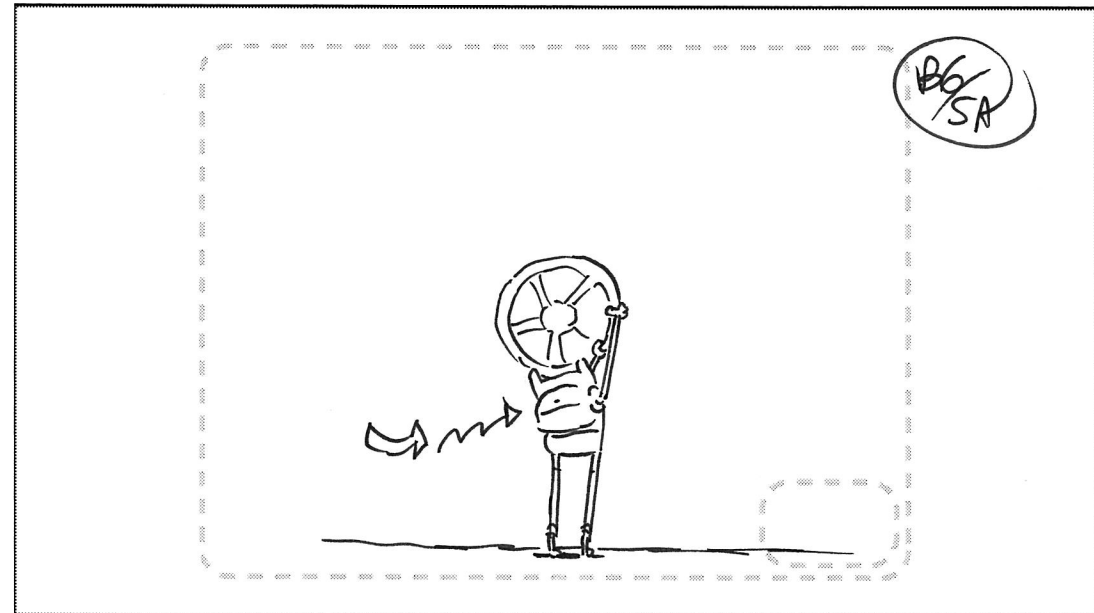


Page 33

Sc. 28 Pnl. B Bg. day night



Sc. 28 Pnl. C Bg. day night



Dialog:

(F:) Egress means exit!

Action:

- Finn grasps the vault wheel

Timing:

EPISODE #

1034-227

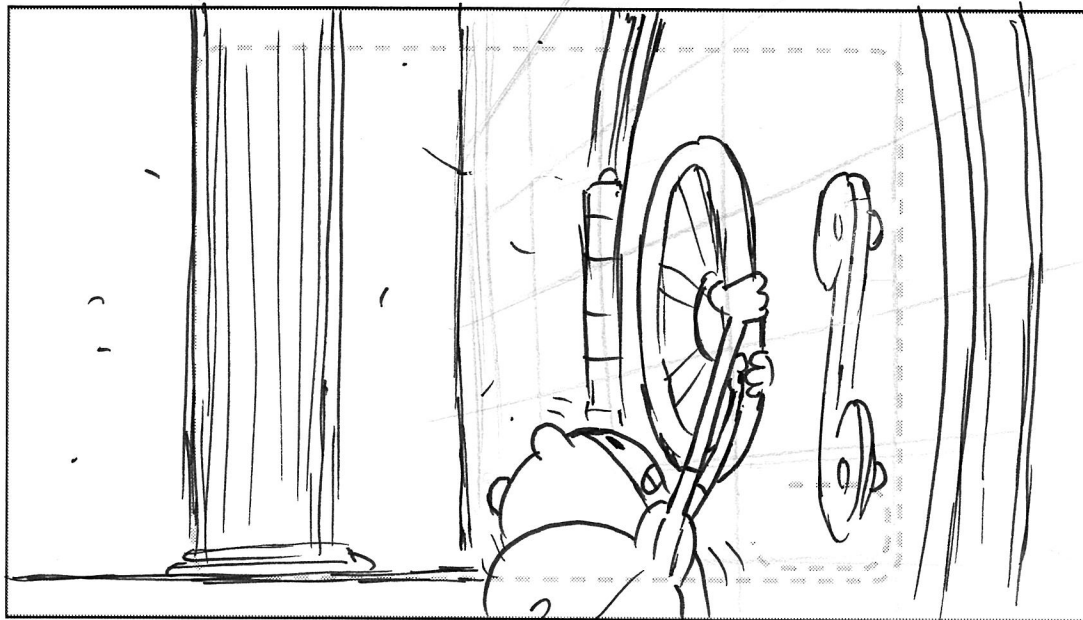
Production :

ADVENTURE TIME

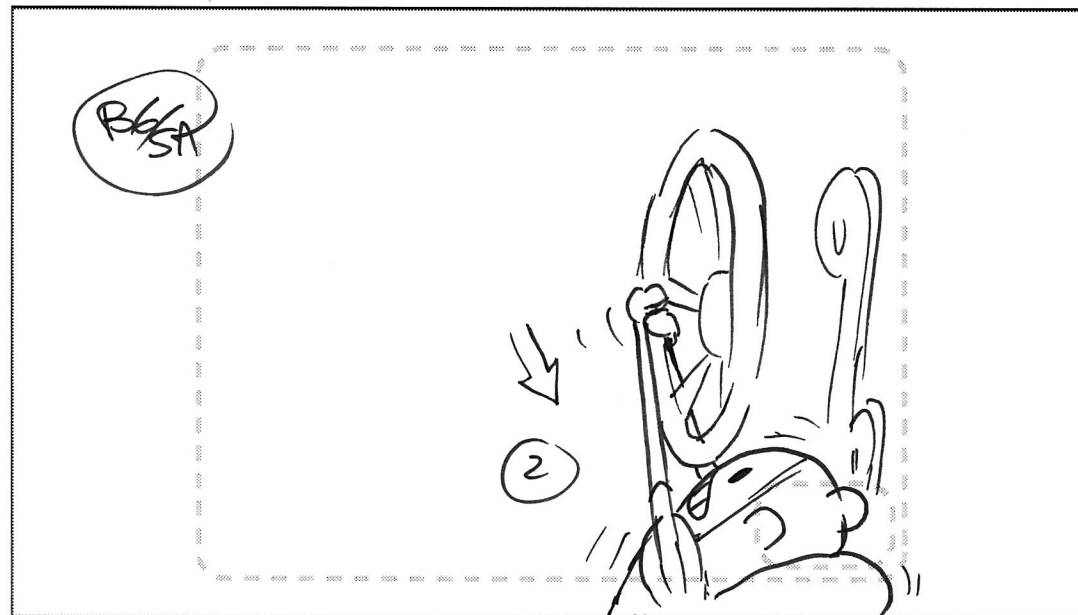


Page 34

Sc. 29 Pnl. A Bg. day night



Sc. 29 Pnl. B Bg. day night



Dialog:

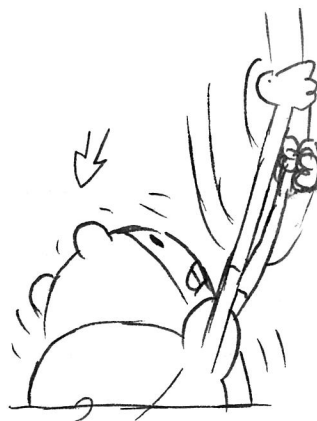
(F) RRRRRR RRRR

Action:

* NO BLINKING *

- Finn pulls on vault wheel

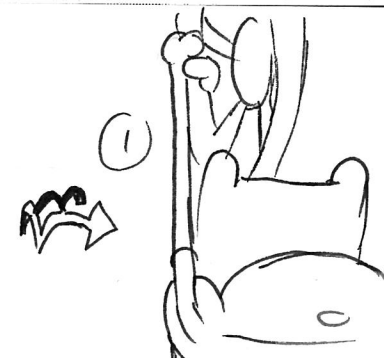
Timing:



(F) ENNGHH

* NO BLINKING *

- Finn pulls on vault door.



Production :

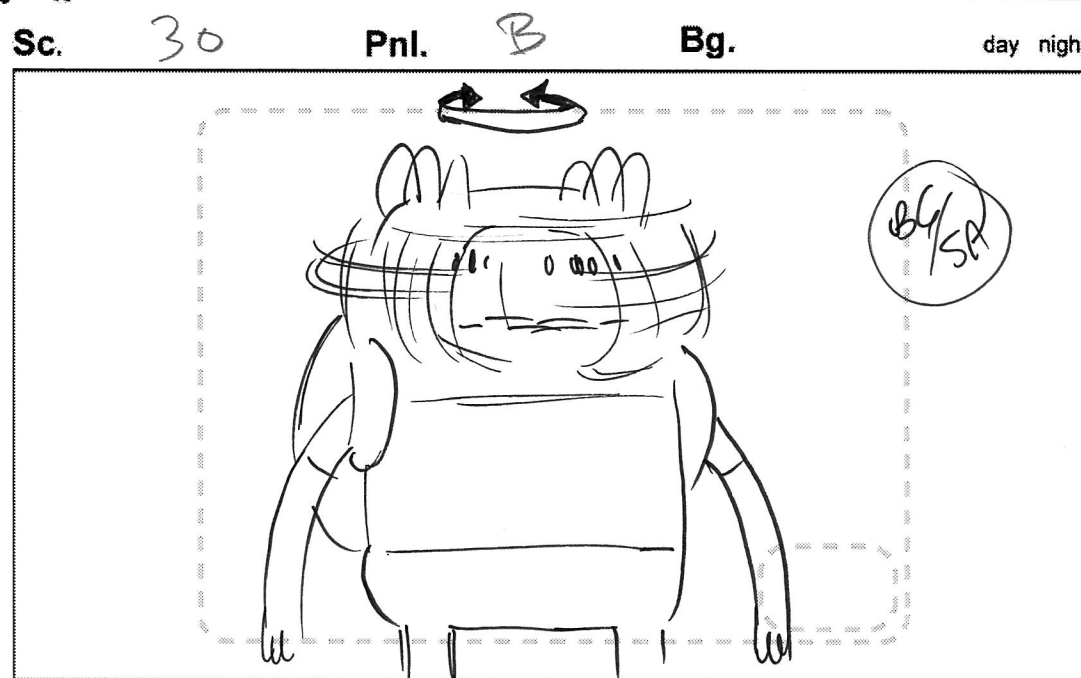
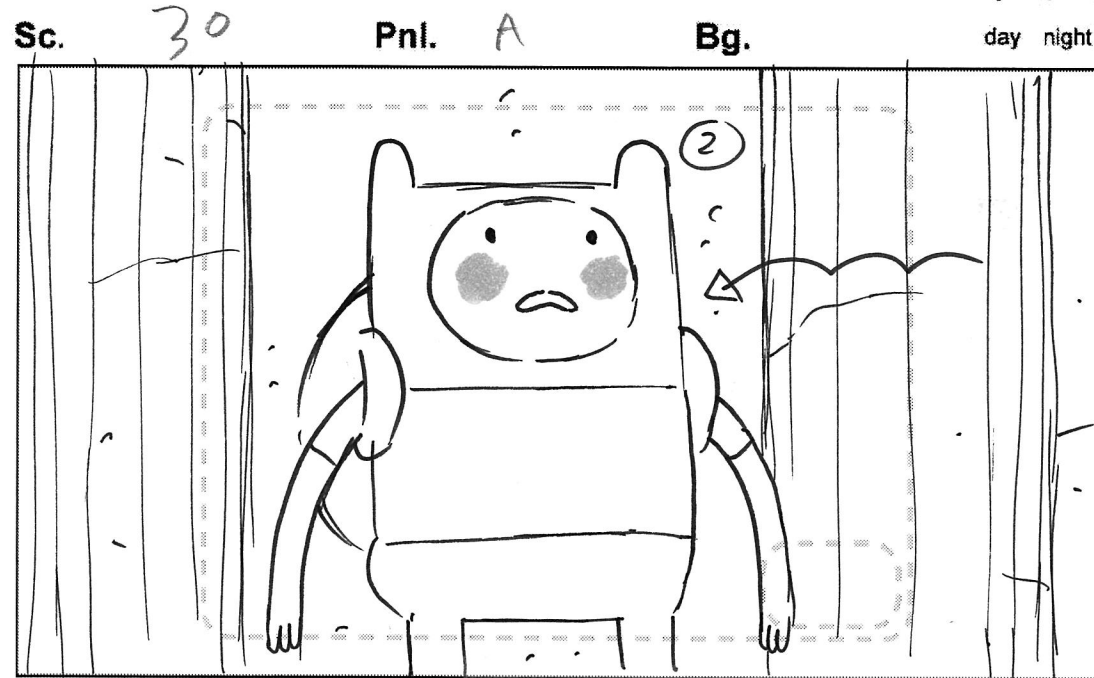
EPISODE #

1034-227

ADVENTURE TIME



Page 35



Dialog:	(F:) *Huff puff *
Action:	
Timing:	
	(F:) :- BRBPBRPPBRP :-
	- Finn shakes his head to psych himself up.
	(IN)

Production :

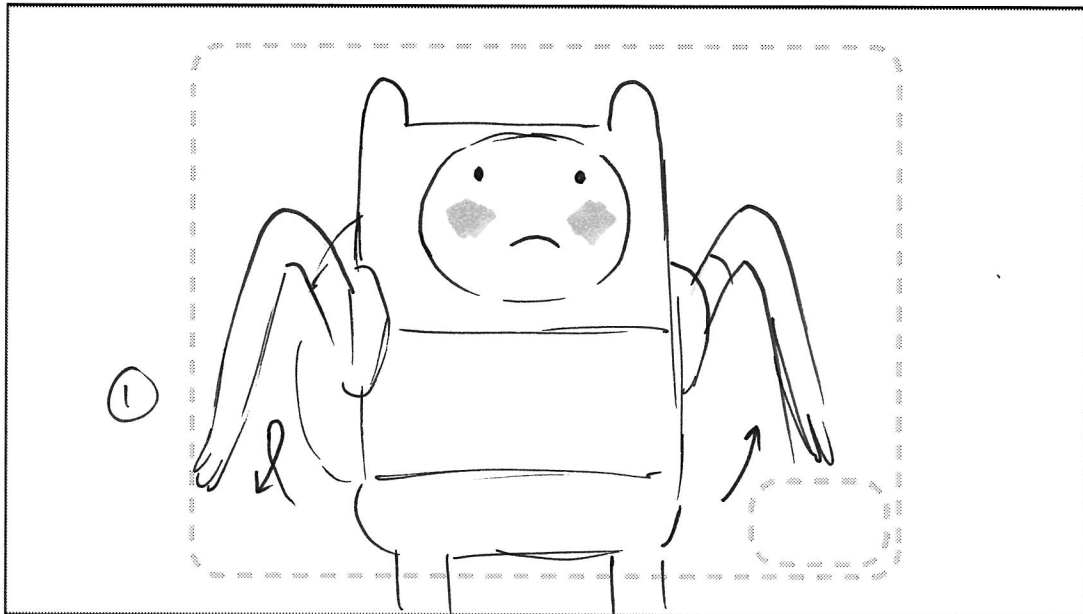
EPISODE #

1034-227

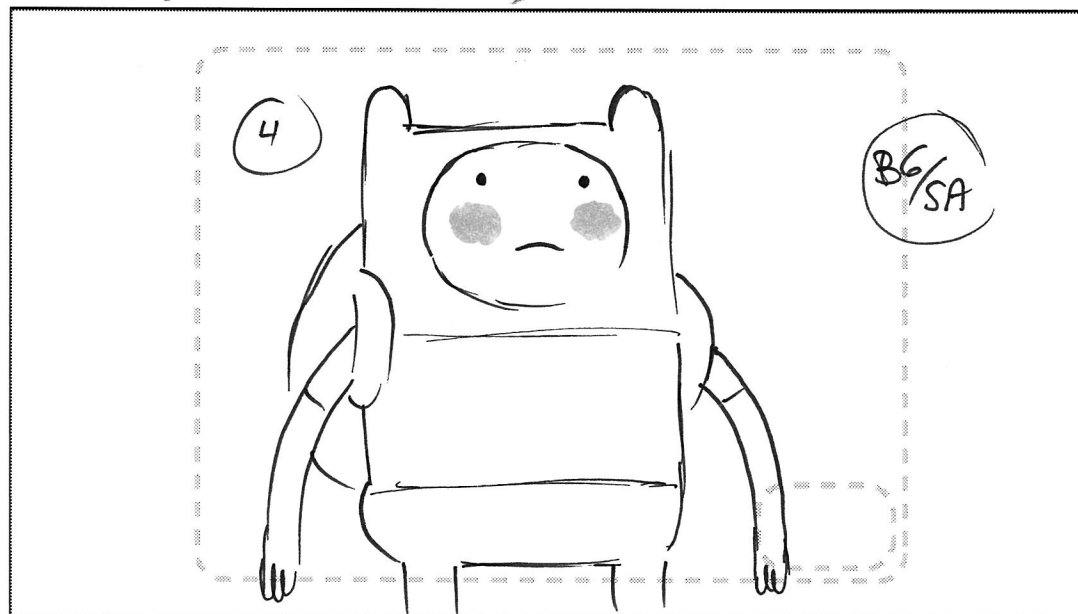
ADVENTURE TIME



Sc. 30 Pnl. C Bg. day night



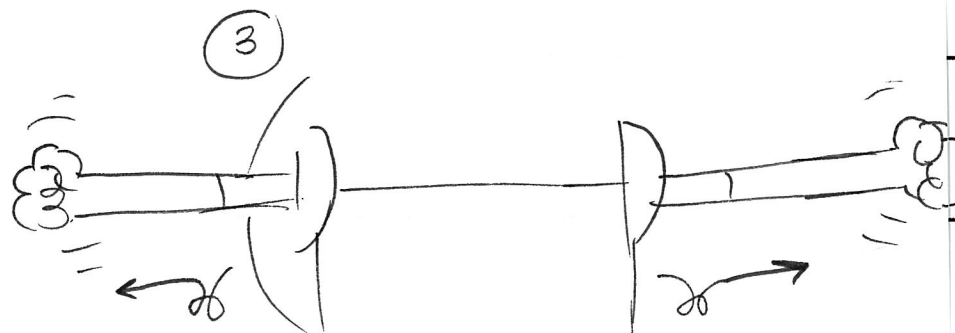
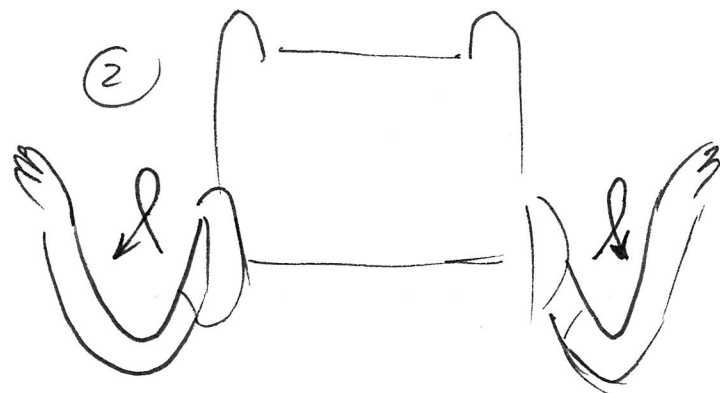
Sc. 30 Pnl. D Bg. day night



Dialog:

Action:

Timing:



-Finn gives his arms a wiggly, wormy shake, then bolts them out rigidly

EPISODE # 1034-227

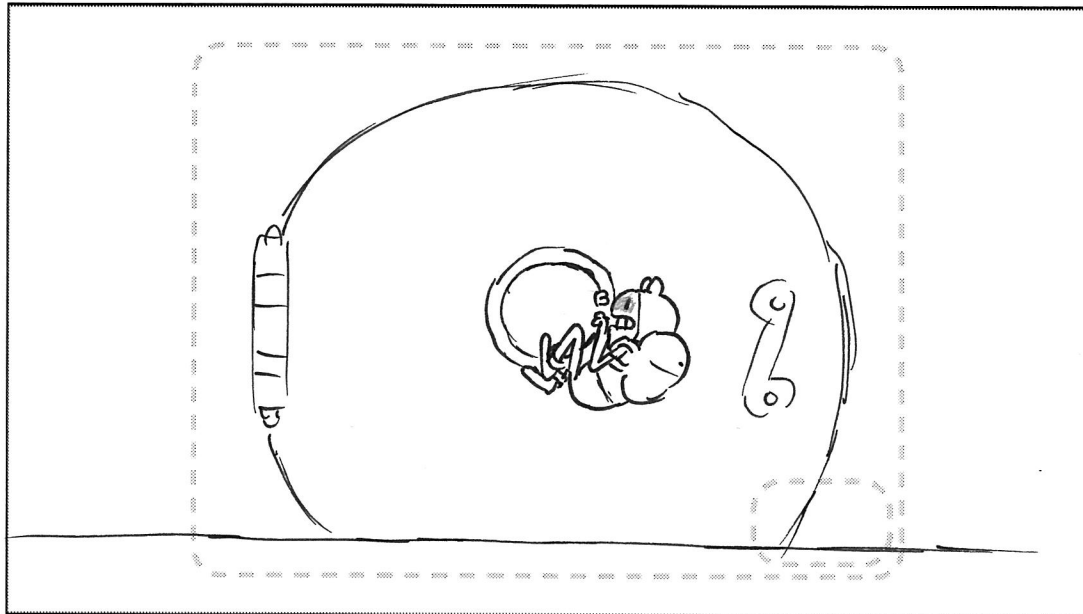
Production :

ADVENTURE TIME

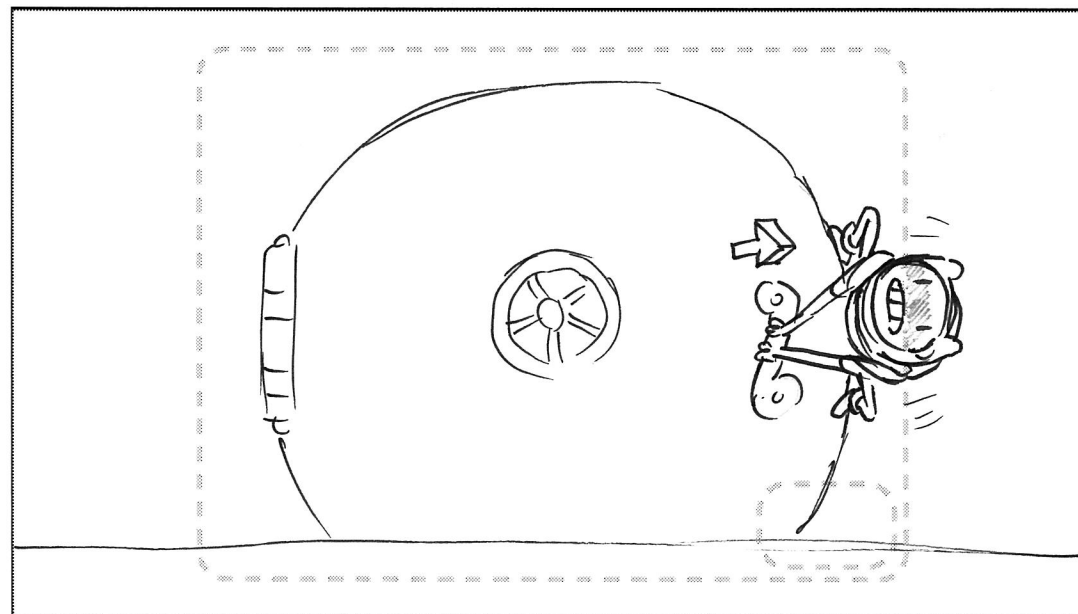


Page 37

Sc. 31 Pnl. A Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

(F:) RRRR

(F:) GRRRAHH

Action: * NO BLINKING *

* NO BLINKING *

- RAPID FIRE MONTAGE OF FINN PULLING ON VAULT -

Timing:

EPISODE # 1034-227

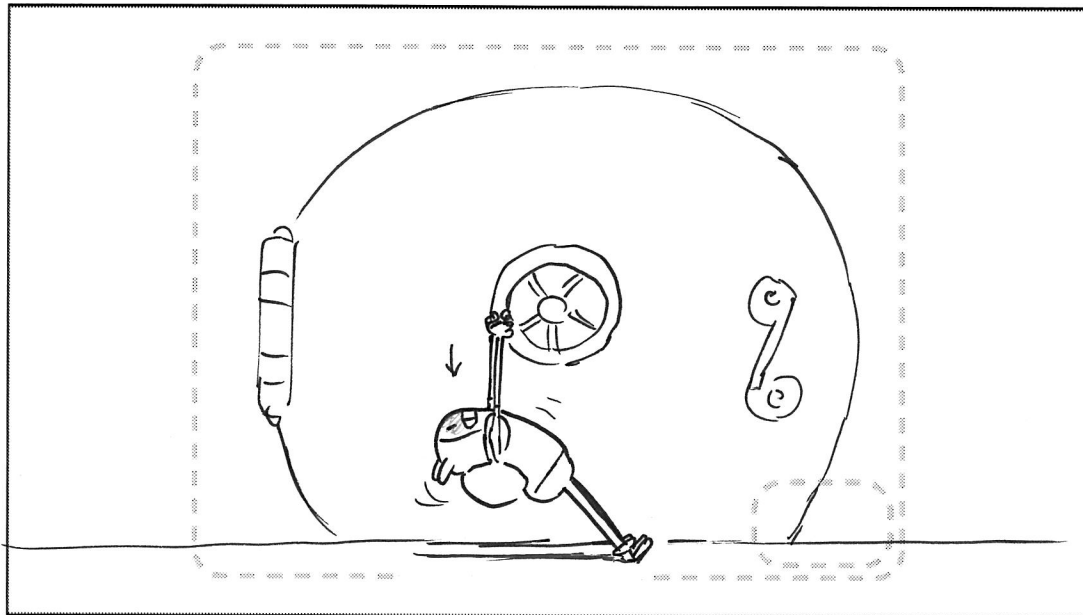
Production :

ADVENTURE TIME

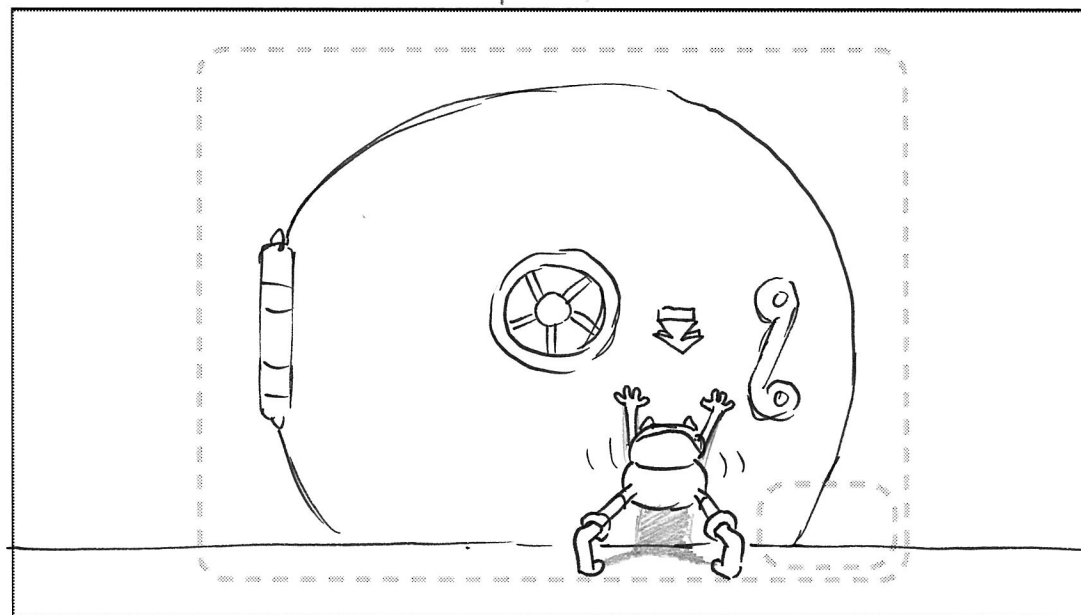


Page 38

Sc. 33 Pnl. A Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:

(F:) ENNGH

(F:) RRRAHRR

Action:

* NO BLINKING *

- MONTAGE CONTINUES →

Timing:

1034-227

EPISODE #

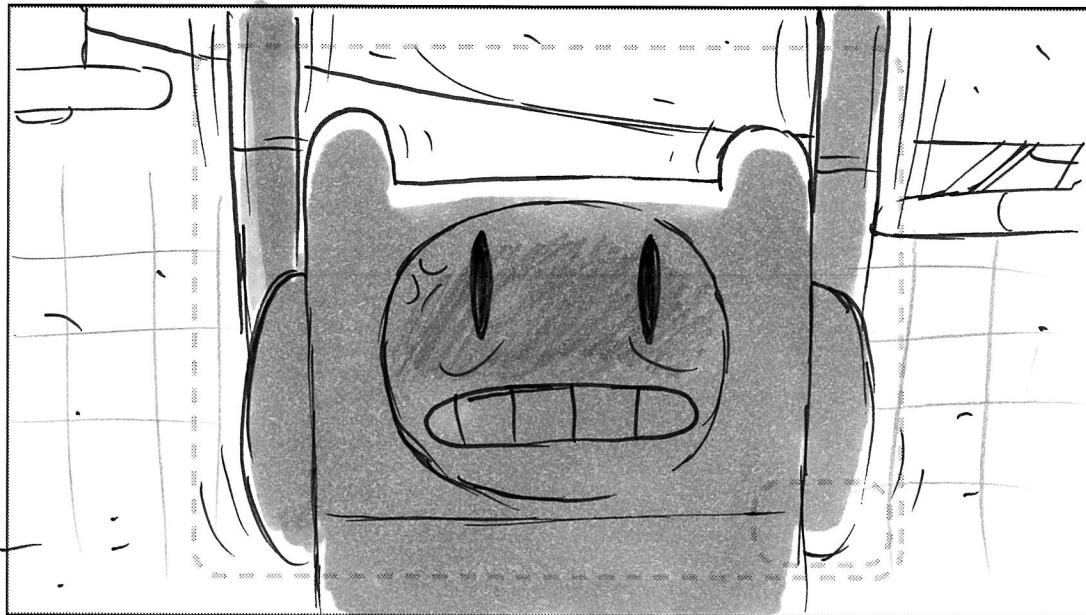
Production :

ADVENTURE TIME

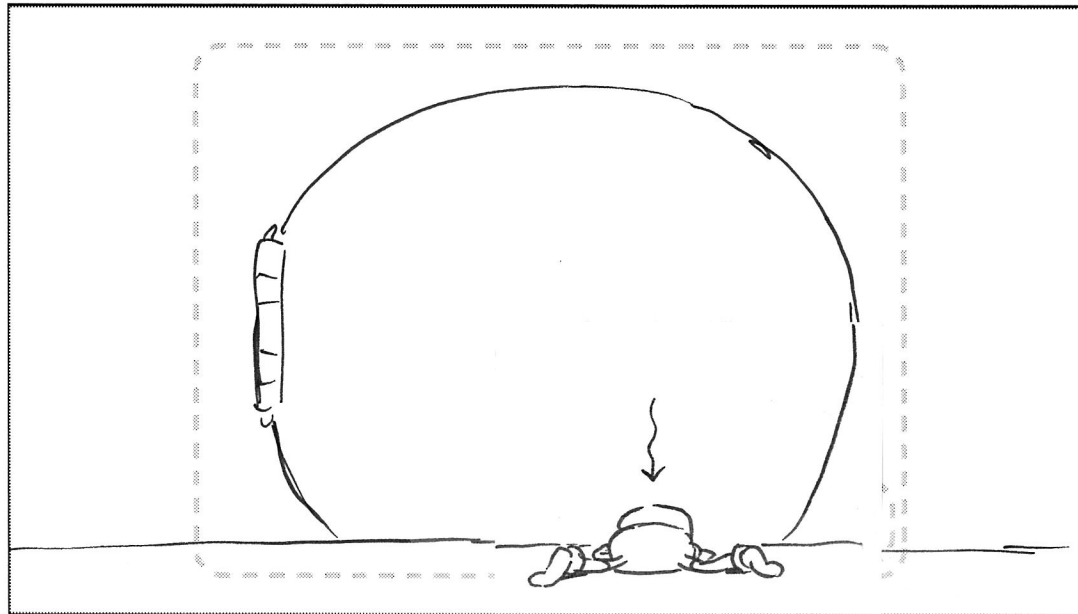


Page 39

Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

(F:) → RRRRRR rrr → rrr...

(SFX:) *slide* flump*

(FINN:) *huffing & puffing*

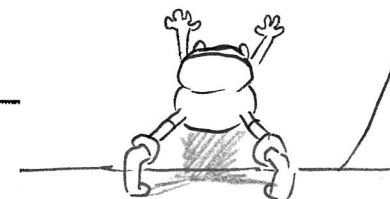
Action:

* NO BLINKS IN ANIMATION *

- Finn pushes on vault door.

- Finn slides down to the floor.

Timing:

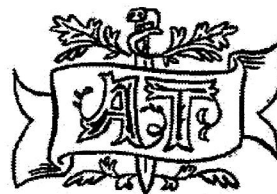


EPISODE # 1034-227

Production :

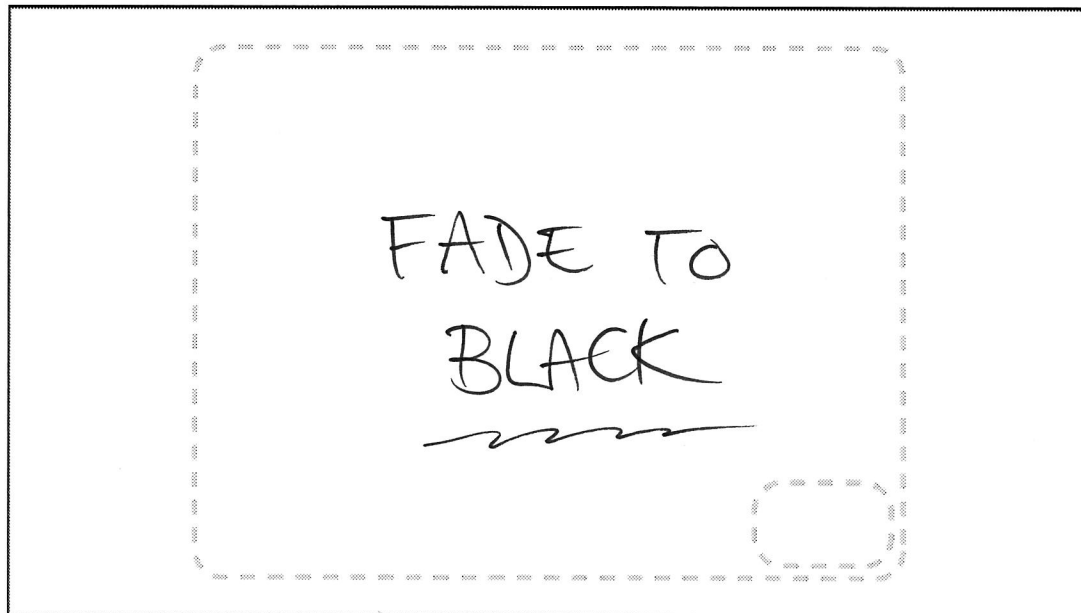
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ADVENTURE TIME

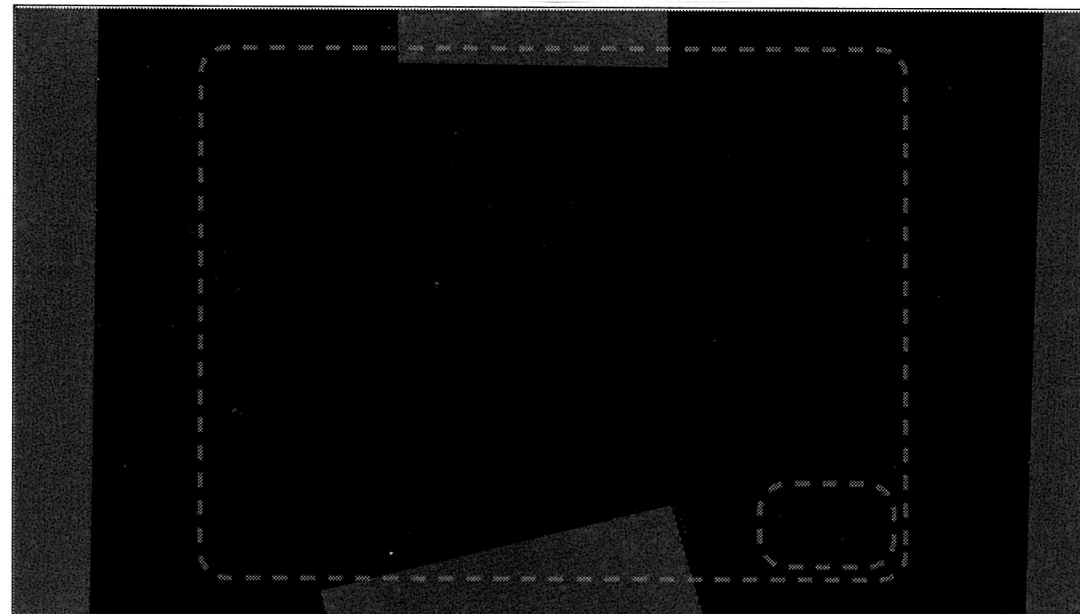


Page 40

Sc. Pnl. Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(Montage of sound)

- (effort noises)
- (A) RRRR
 - (B) ARRGH
 - (C) GRRRR
 - (D) RRRATHH
 - (E) RRRR
 - (F) ERGHHH

FADE
OUT

Production :

EPISODE #

1034-227

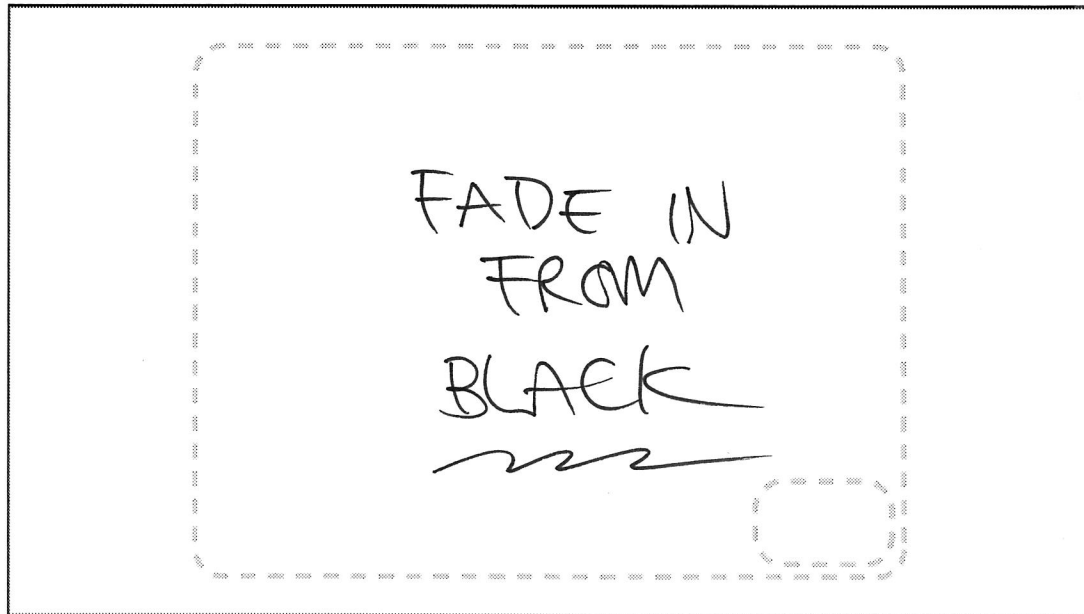
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ADVENTURE TIME

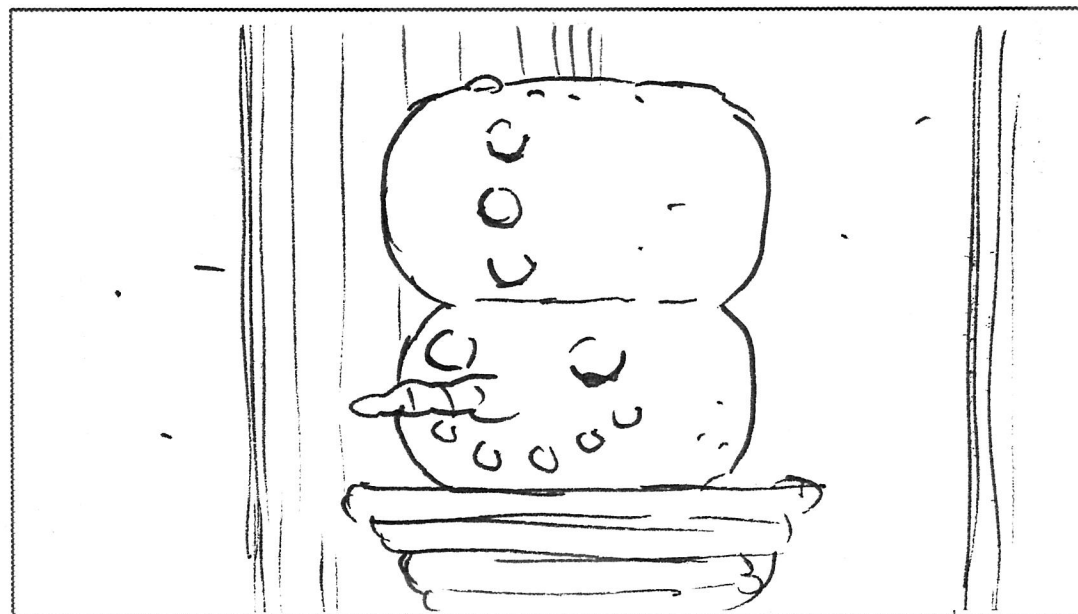


Page 41

Sc. Pnl. Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:	(FINN) (OS) * Huffing & puffing *
Action:	
Timing:	

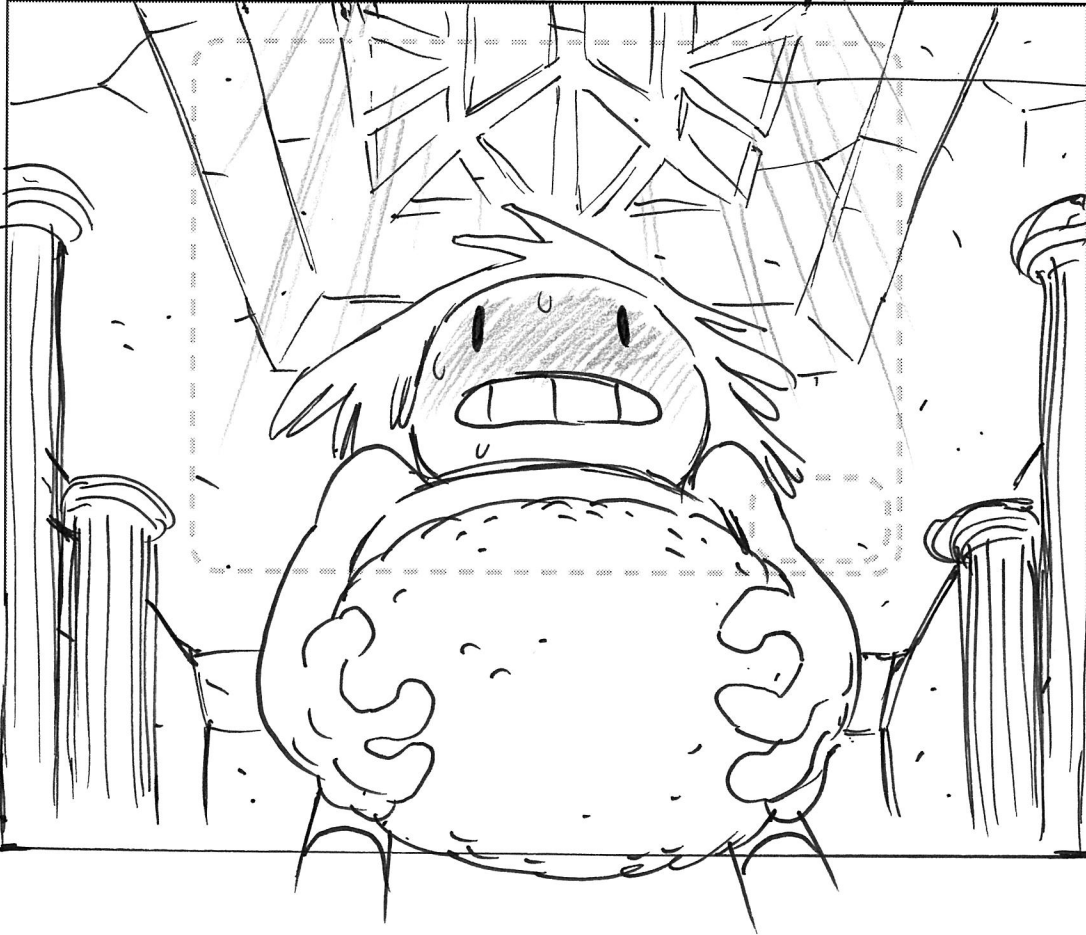
EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Ambient
white light
(no visible
clouds/sky)

Dialog:	<u>FINN</u> * Huffing & puffing *
Action:	
Timing:	

ADVENTURE TIME



Page 43

Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



Dialog:

(F:) (exertion noise)

(F:) YAAA HHH →

Action:

- Finn hefts up stone.

- Finn yells.

Timing:

EPISODE # 1034-227

Production :

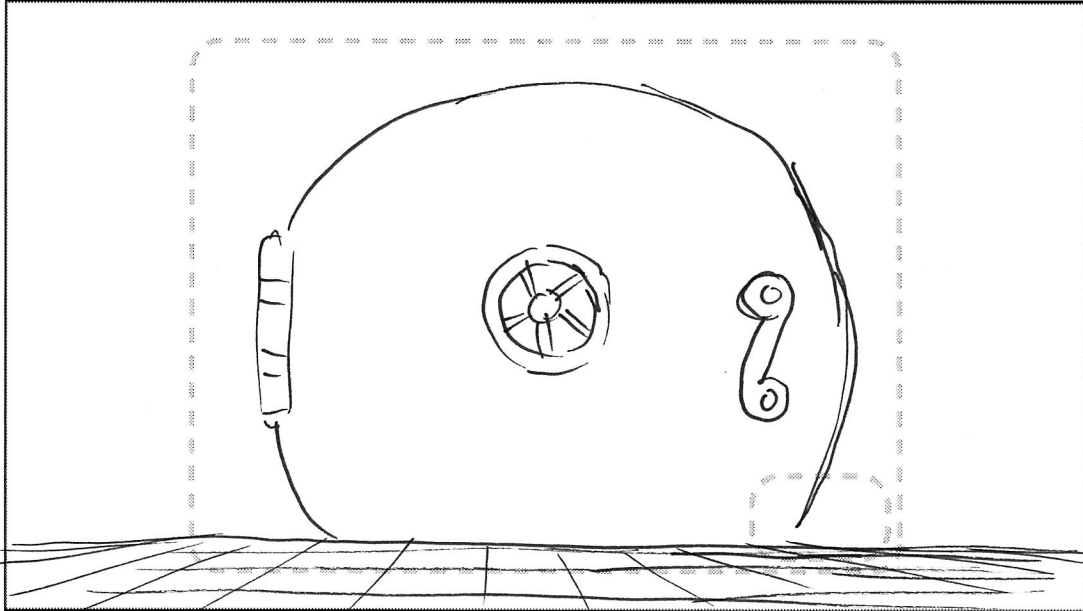
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ADVENTURE TIME

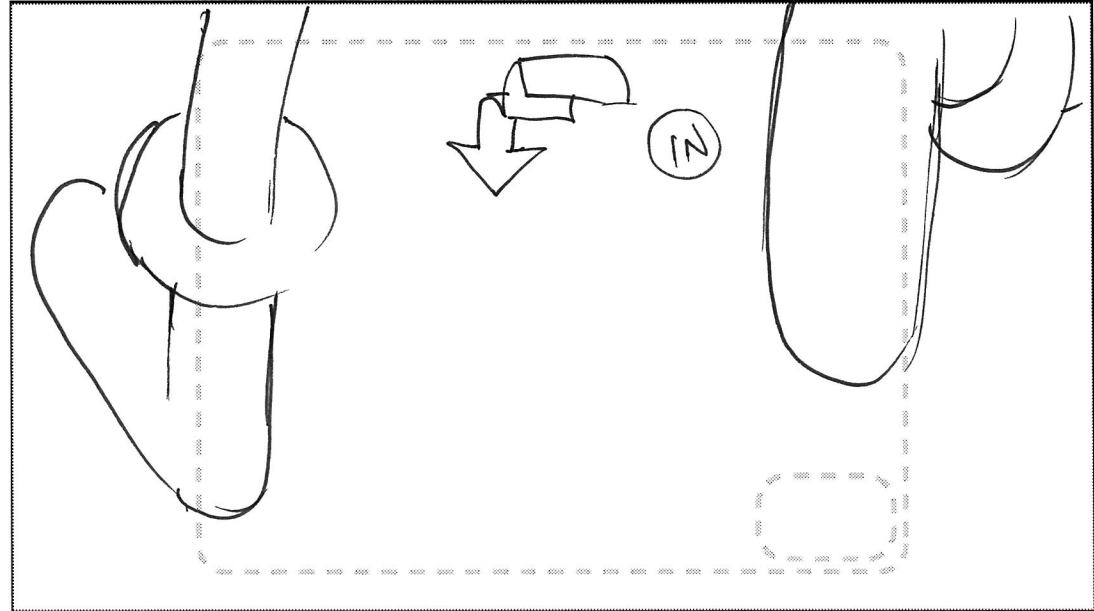


Page 44

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:

(F:) → - AAAH H H H →
(cont.)

Action:

- Finn runs up to vault door.

Timing:



EPISODE # 1034-227

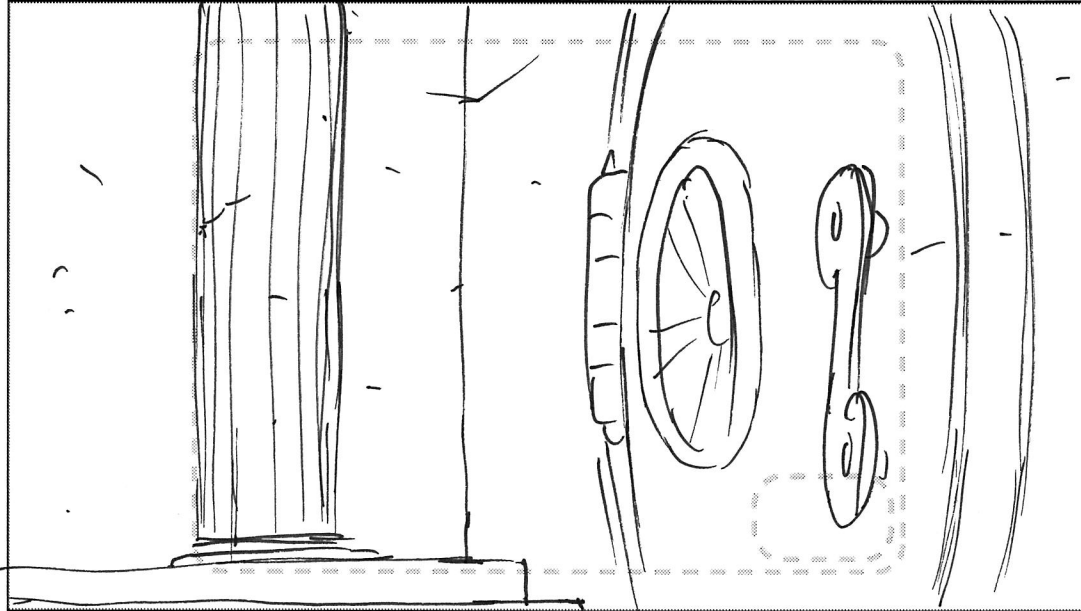
Production :

ADVENTURE TIME



Page 45

Sc. 41 Pnl. A Bg. day night



Sc. 41 Pnl. B Bg. day night



Dialog:

(F: cont) → A A H H H !!

Action:

- Finn runs in with stone.

Timing:

EPISODE # 1034-227

Production :

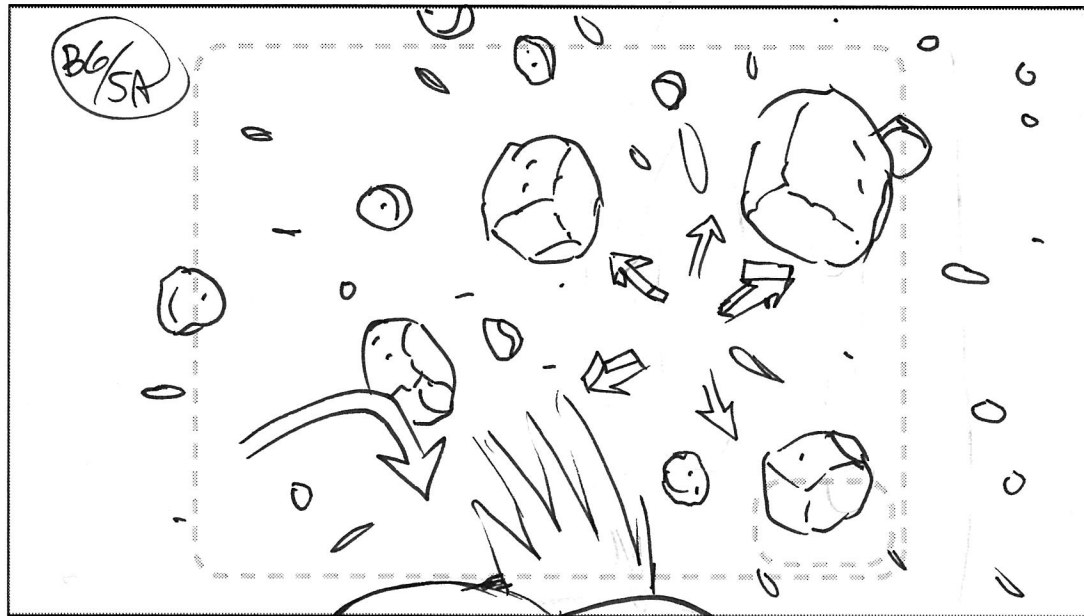
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ADVENTURE TIME

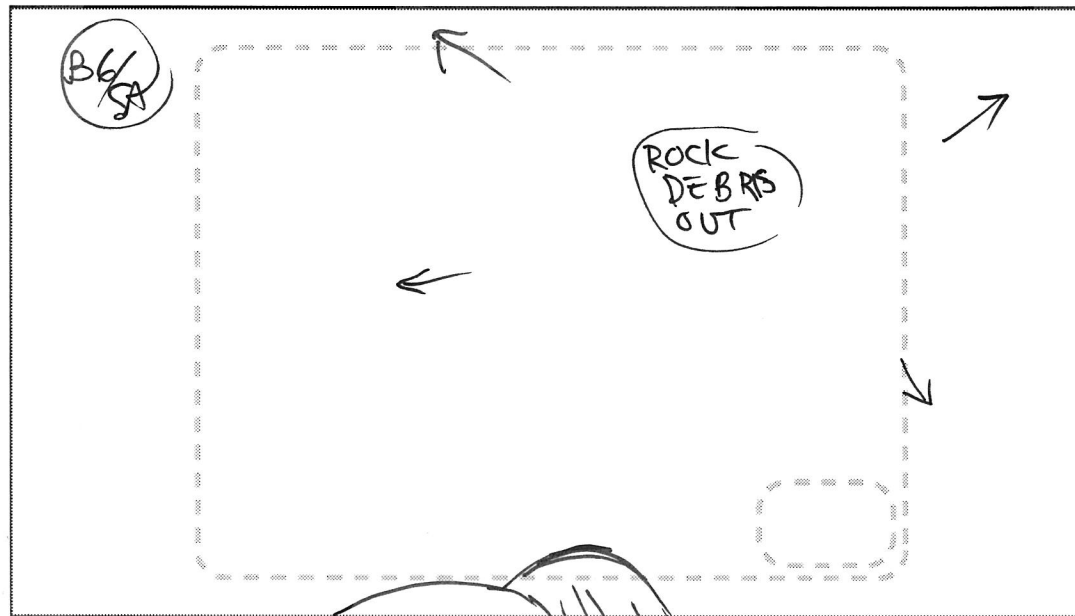


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Sc. 41 Pnl. C Bg. day night



Sc. 41 Pnl. D Bg. day night



Dialog:

(SFX: SMASH!

Action: - Finn throws stone against vault door and it shatters.

Timing:

EPISODE # 1034-227

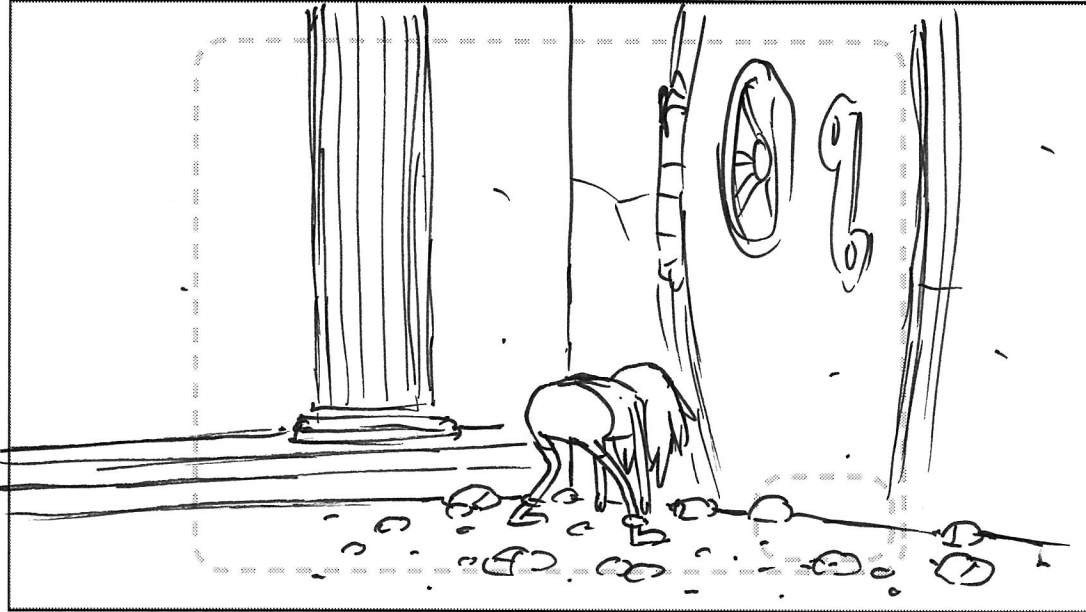
Production :

ADVENTURE TIME

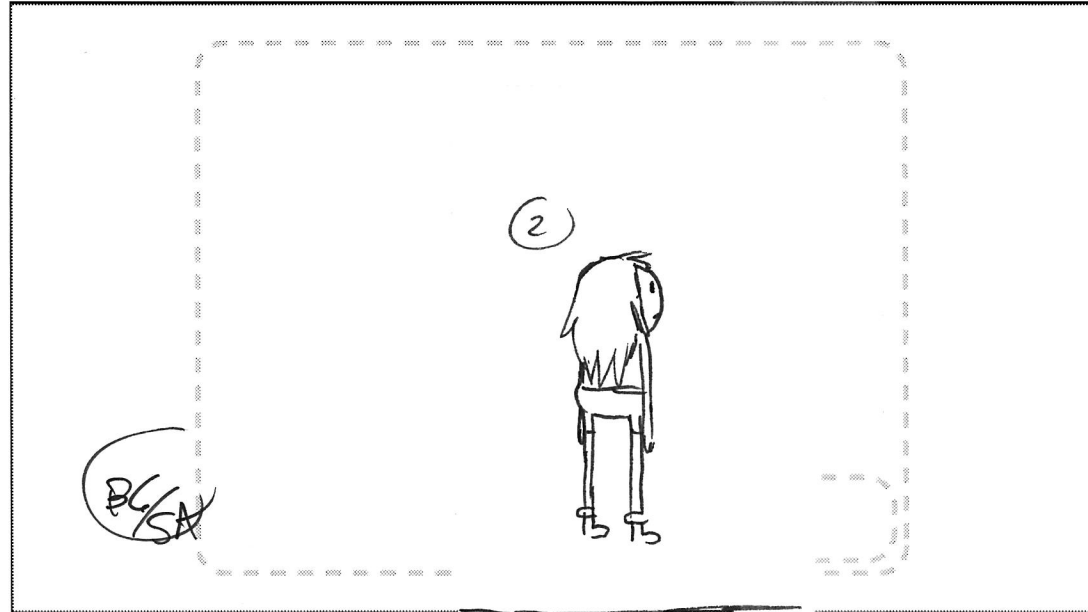


Page 47

Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:

- BEAT -

Action:

- Finn looks up at unaffected door, then stands.

Timing:



Production :

EPISODE #

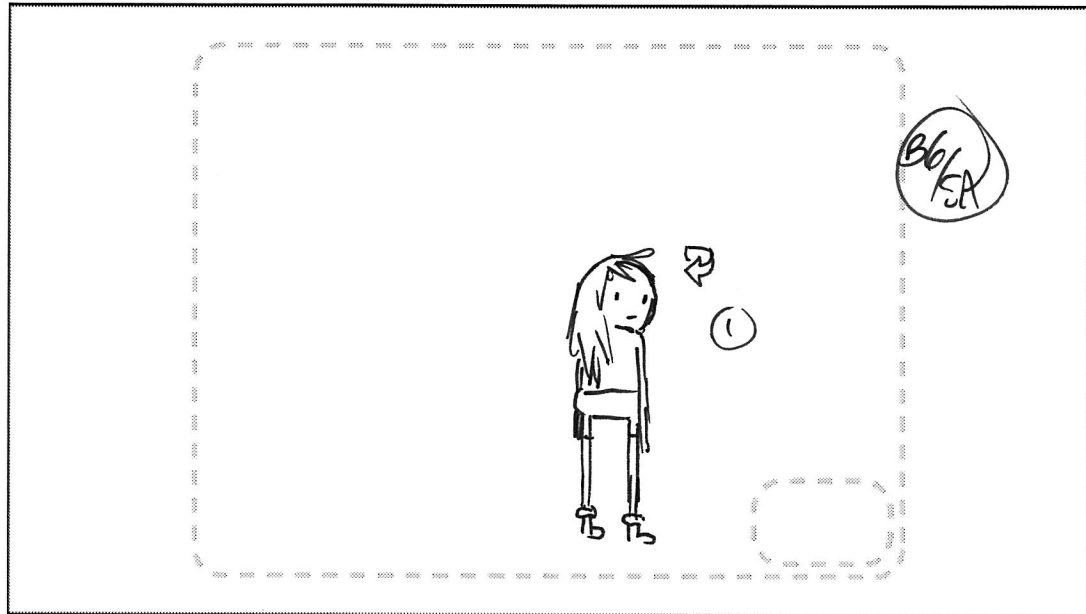
1034-227

ADVENTURE TIME

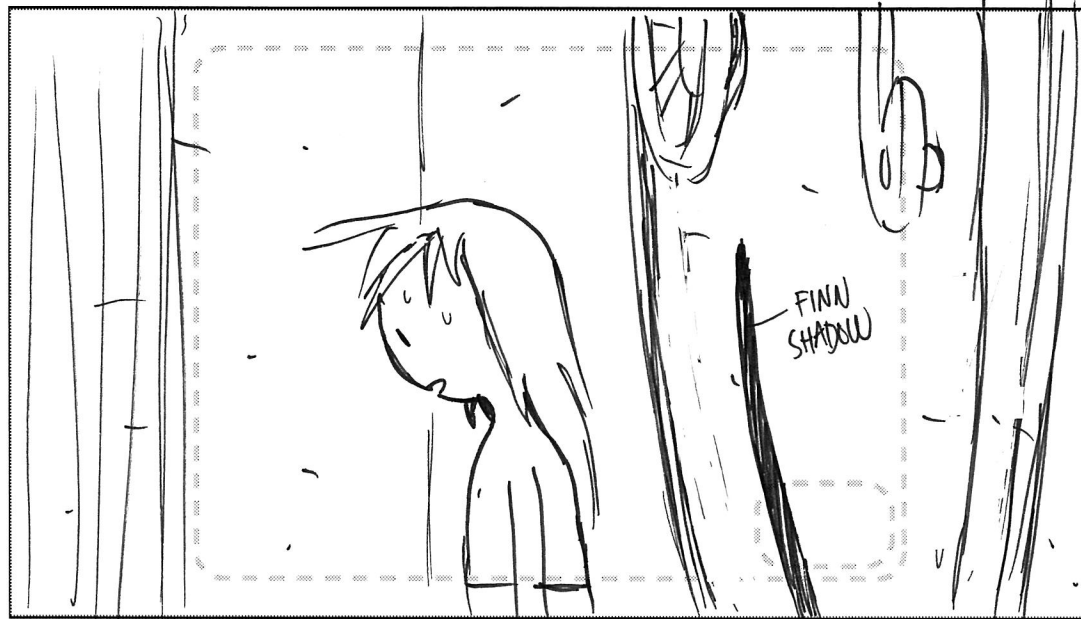


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Sc. 42 Pnl. C Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:

Action: - Finn looks at debris on floor.

Timing:



FINN (winded): ① Great...
② What am I sbozda do now?



EPISODE # 1034-227

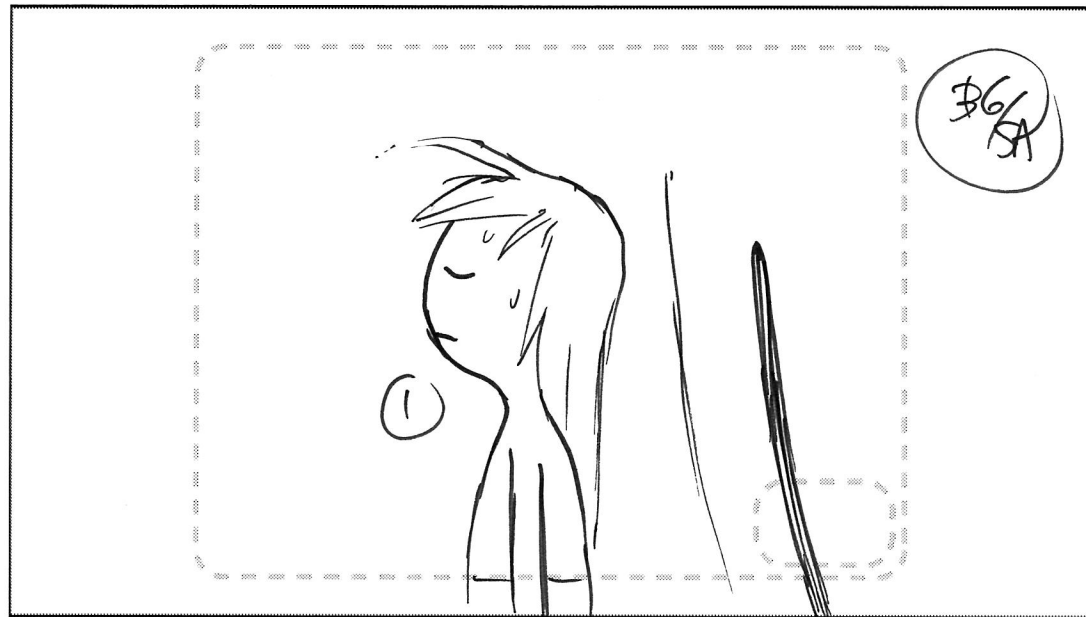
Production :

ADVENTURE TIME

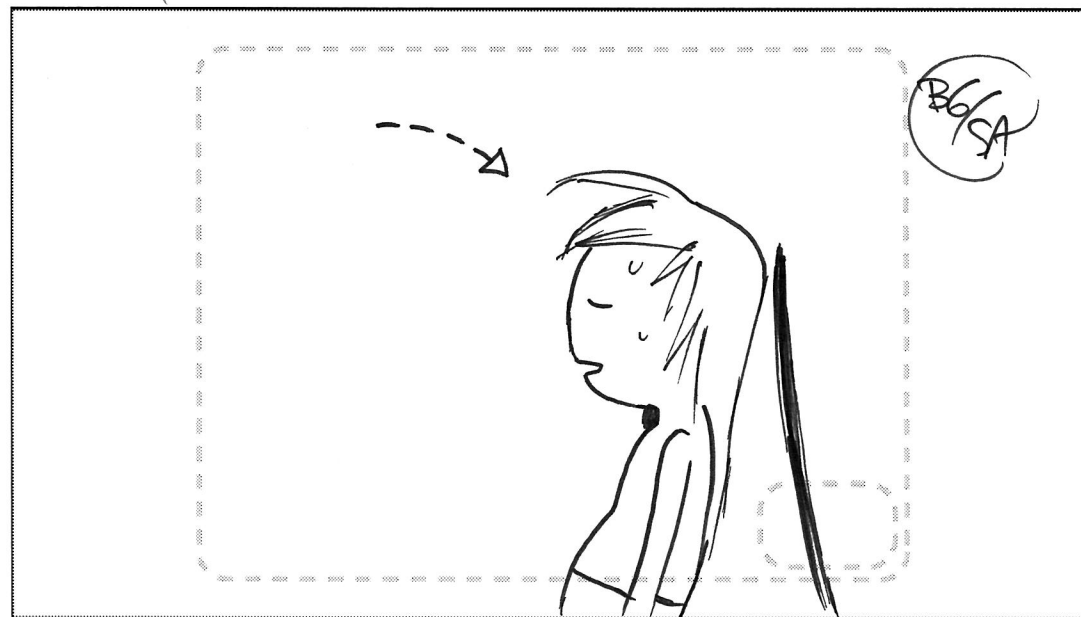


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Sc. 43 Pnl. B Bg. day night



Sc. 43 Pnl. C Bg. day night



Dialog: (F) * 316 NOSE INHALE *

(FINN) : SIGHH ... :

Action: -Finn takes a big inhale, then leans back as he sighs, intending to rest against the vault door.

Timing: (2)

EPISODE # 1034-227

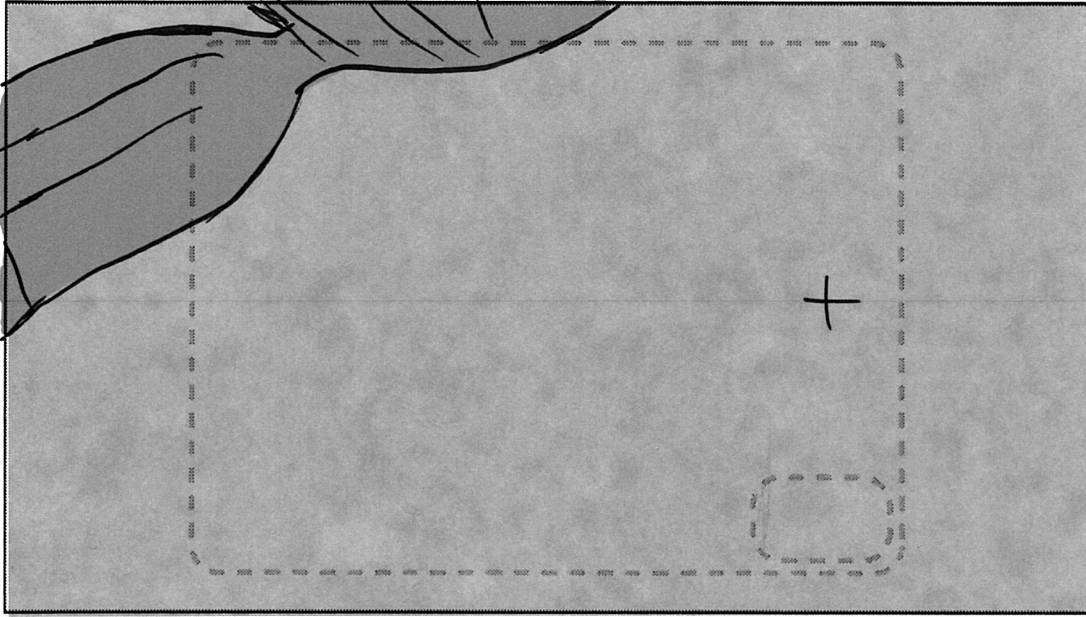
Production :

ADVENTURE TIME

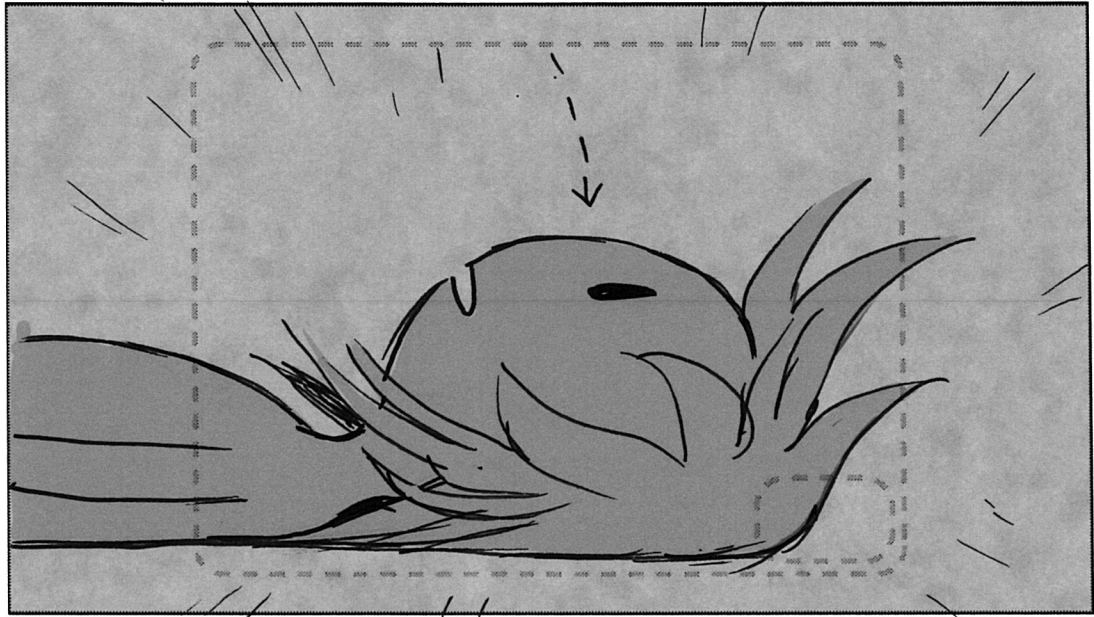


Page 50

Sc. 44 Pnl. A Bg. day night



Sc. 44 Pnl. B Bg. day night



Dialog:

Action:

Timing:



(SFX:) Finn slamming into floor

- Finn unknowingly falls through the vault door and slams into the ground.

- Finn should always be "above" the closed-eye texture - but I only drew it that way this time ↗

EPISODE # 1034-227

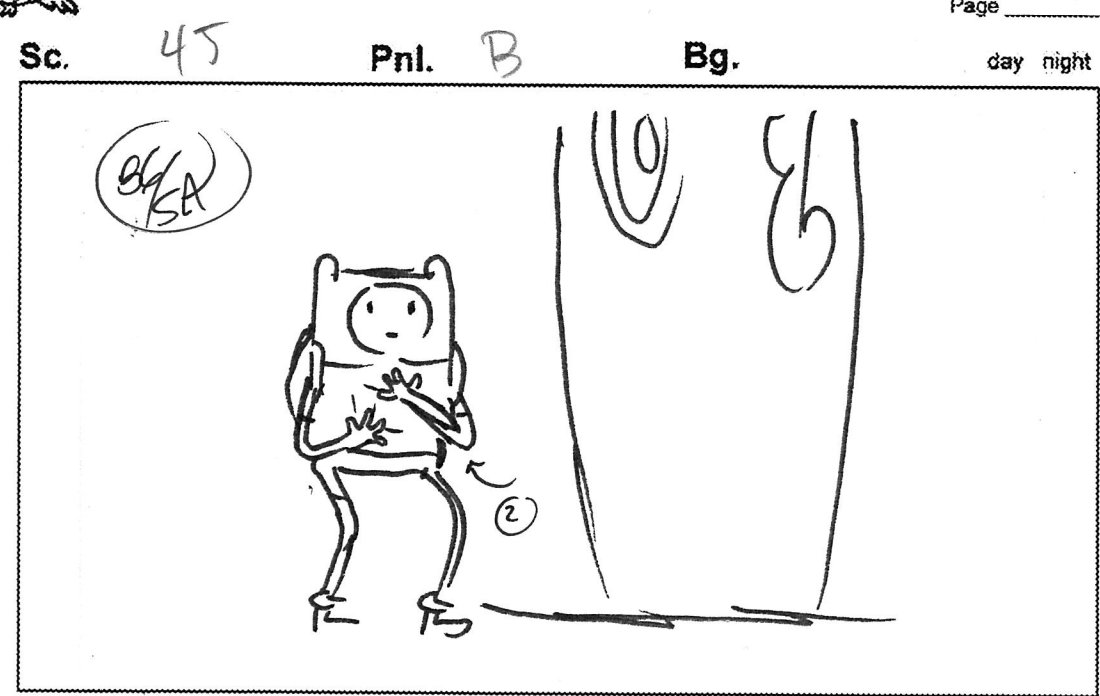
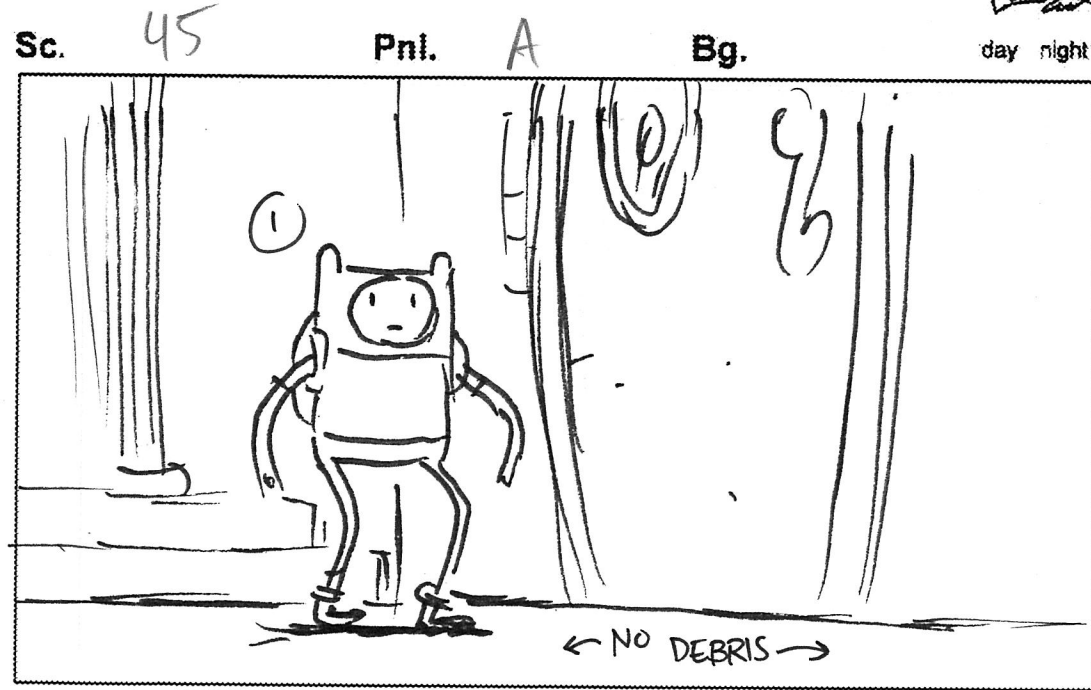
Production :

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ADVENTURE TIME



Page 51



Dialog	
Action	
Timing	<p>- Finn looks around, confused.</p> <p>- Finn feels himself, confused.</p>

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EPISODE # 1034-227

Production :

ADVENTURE TIME



Page

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Sc.

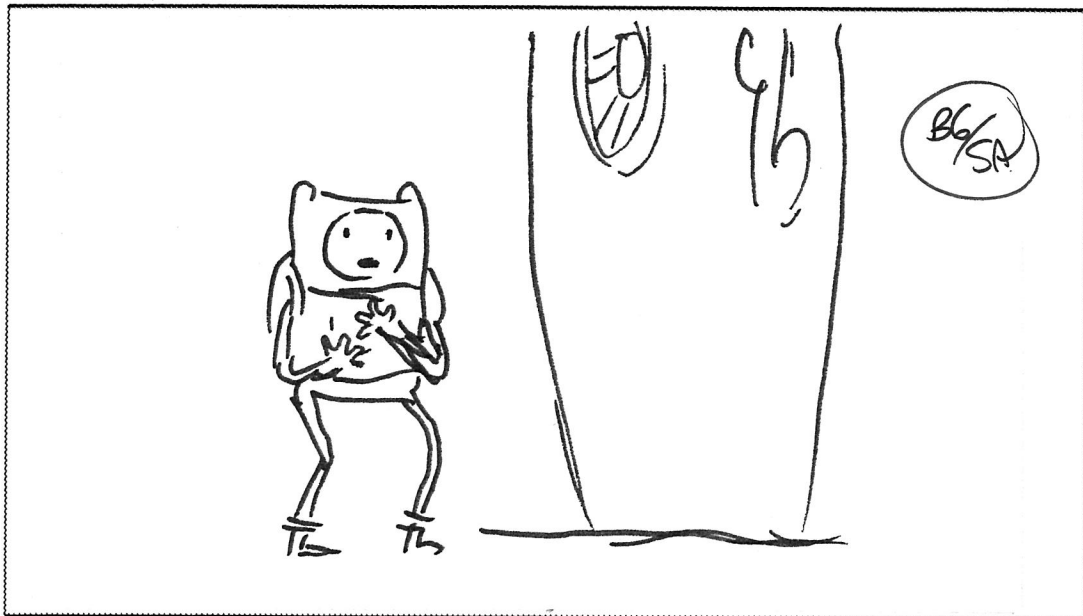
45

Pnl.

C

Bg.

day night



Sc.

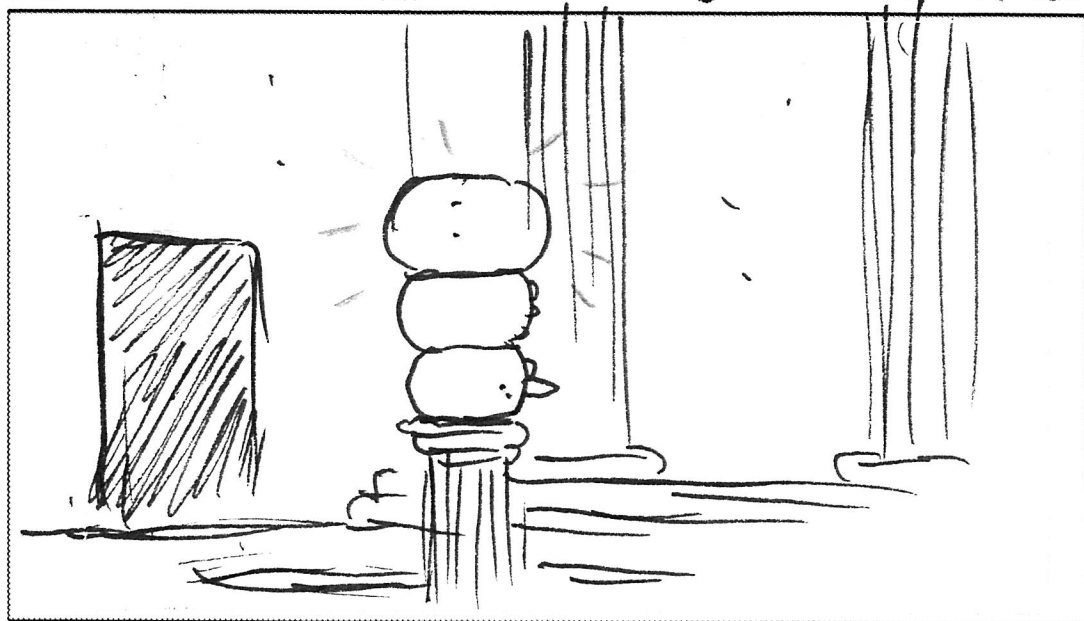
46

Pnl.

A

Bg.

day night



Dialog:



Action:

(F) Wait -

(F:) heh...

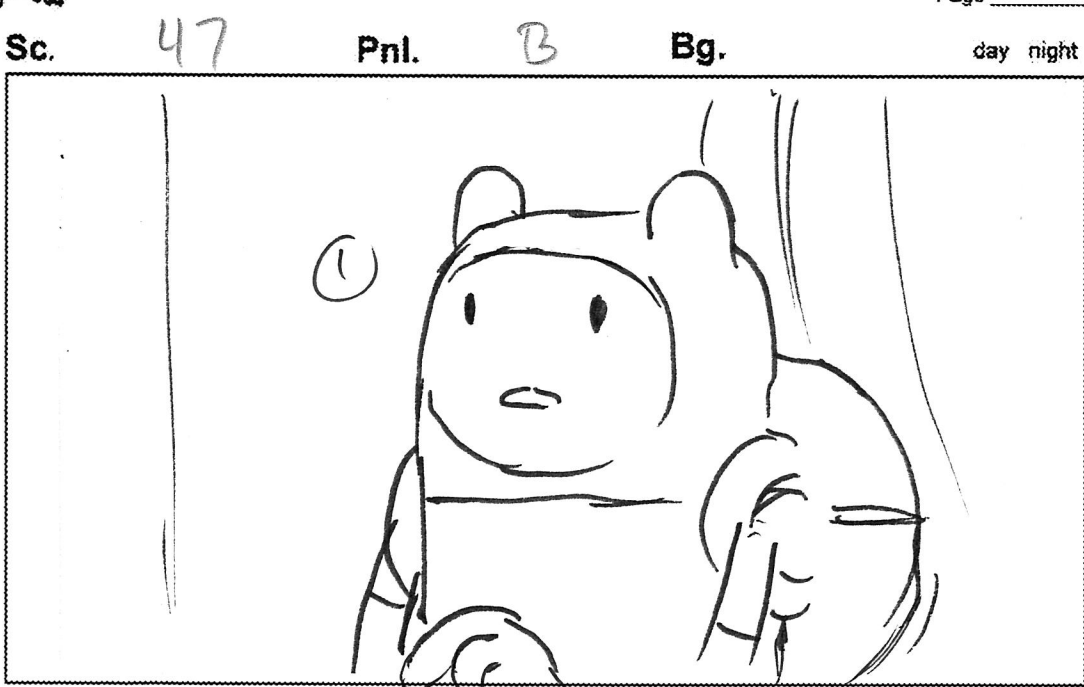
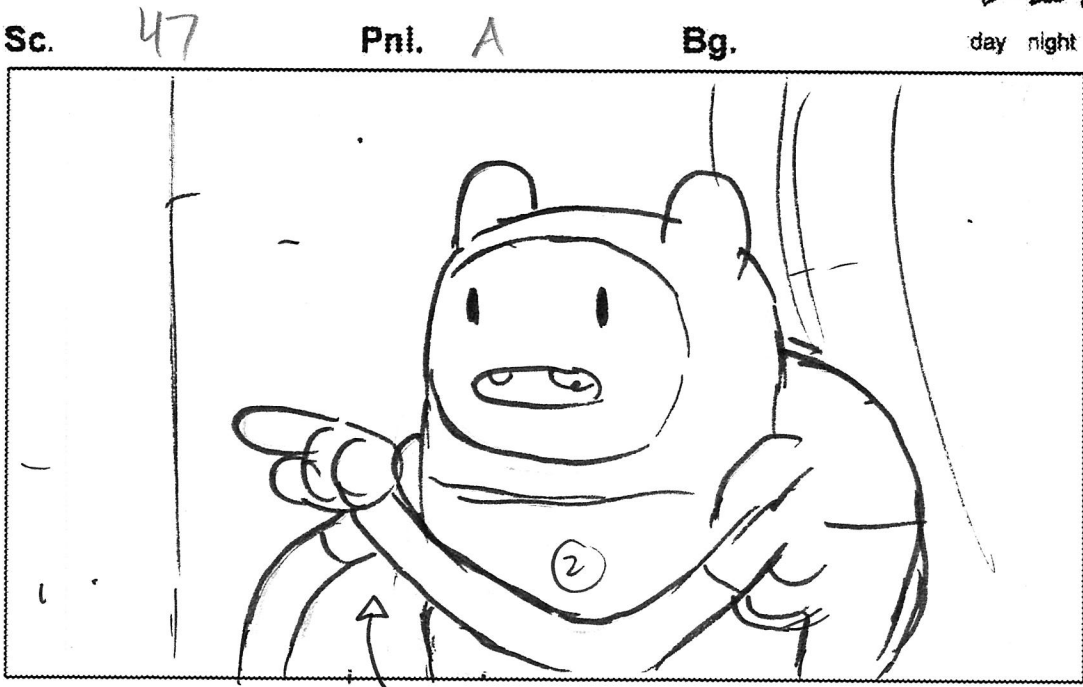
Timing:

- Finn looks back at the snowman statue.

EPISODE # 1034-227

Production :

ADVENTURE TIME



Dialog:	(F:) I just smashed you.	(F:) ① I..
Action:		
Timing:		

- Confused, Finn looks back at the vault door.

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Production :

ADVENTURE TIME



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Page _____

Sc.

48

Pnl.

A

Bg.

day night



Sc.

49

Pnl.

A

Bg.

day night



Dialog:

(F) (65) ah...

Action:

Timing:

(F) (2) ... magic door..



1034-227

EPISODE #

Production :

ADVENTURE TIME



Sc. 49 Pnl. B Bg. day night



Sc. 50 Pnl. A Bg. day night



Dialog:

(F:) okay...

Action:

- Finn prepares to touch the vault door.

Timing:

EPISODE # 1034-227

Production :

ADVENTURE TIME



56

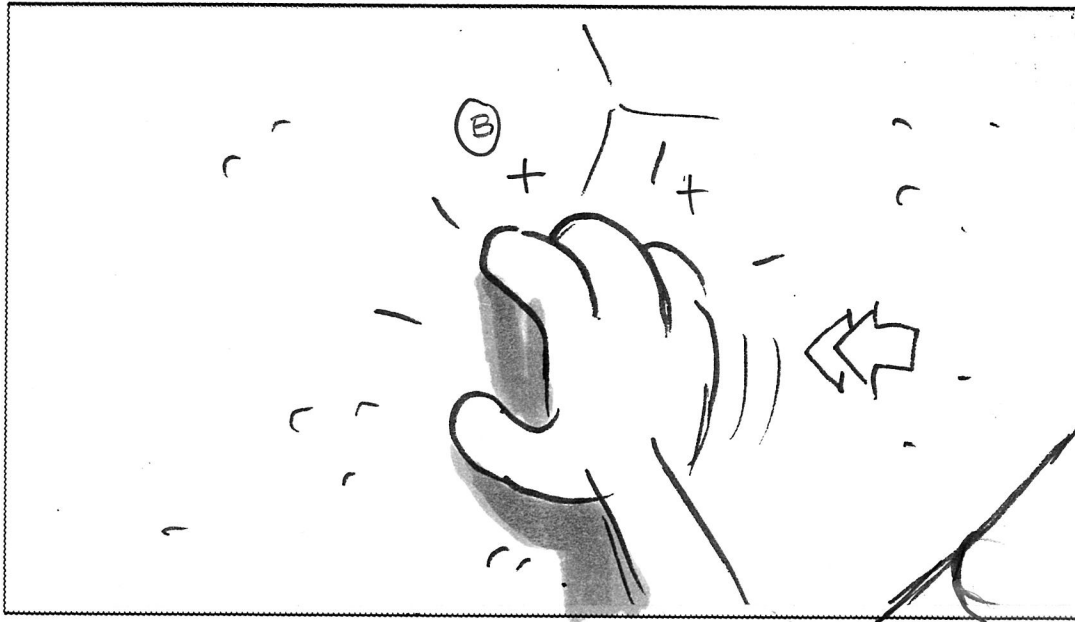
Page

Sc. 50

Pnl. B

Bg.

day night

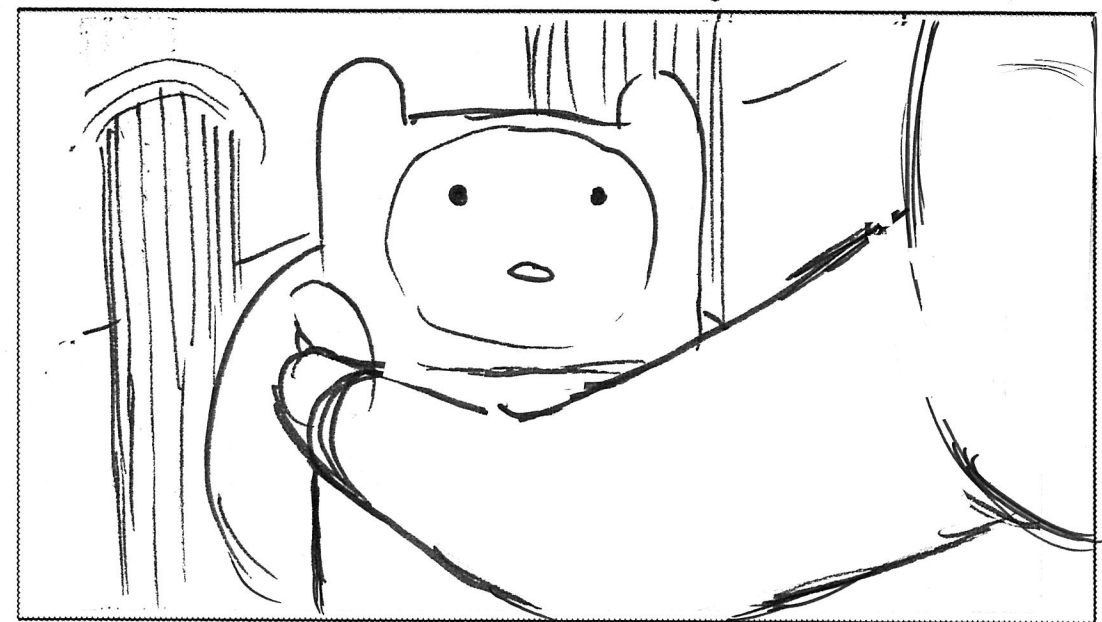


Sc. 51

Pnl. A

Bg.

day night



Dialog:

(SFX) = TAP
TAP
TAP

Action: (A) (B) (A) (B) (A) (B)

- Finn taps his hand on the vault door.

Timing:

(2)

(F:) right
right.

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EPISODE #

Production :

ADVENTURE TIME

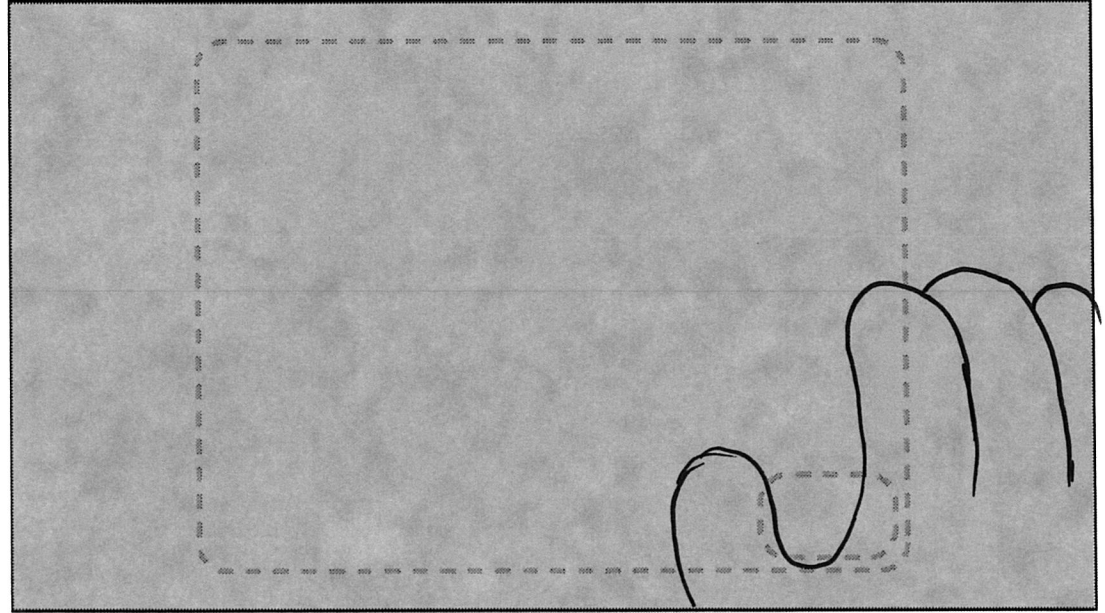


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Sc. 51 Pnl. B Bg. day night



Sc. 52 Pnl. A Bg. day night

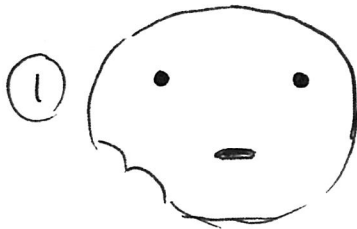


Dialog:

(F:) ① But if ② I ...

(F:) So far so good ...

Action:



- Finn closes his eyes.

Timing:

1034-227

EPISODE #

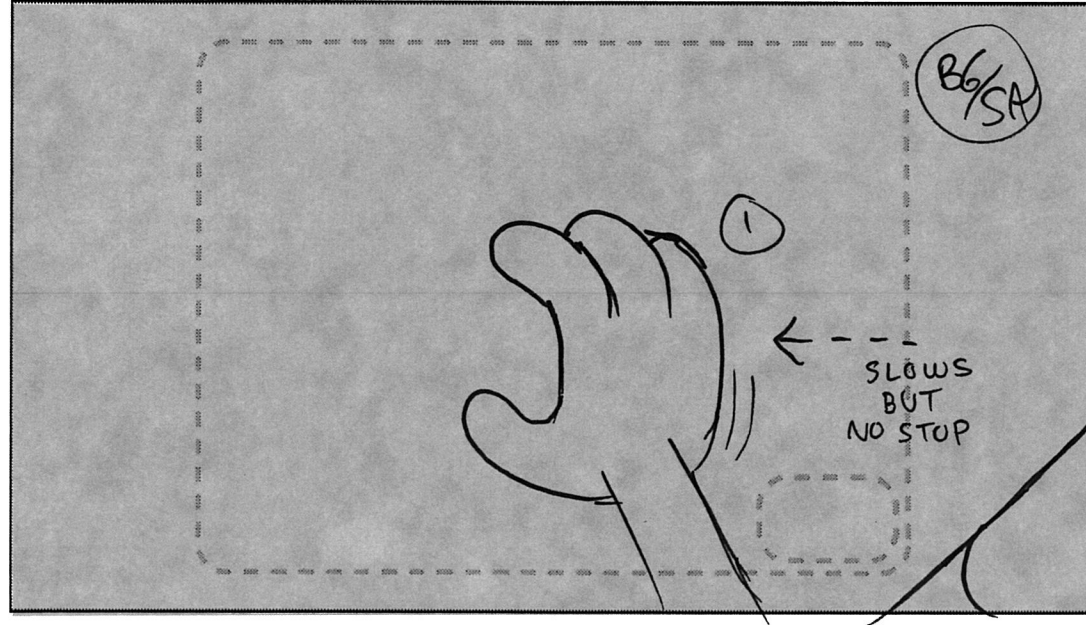
Production :

ADVENTURE TIME

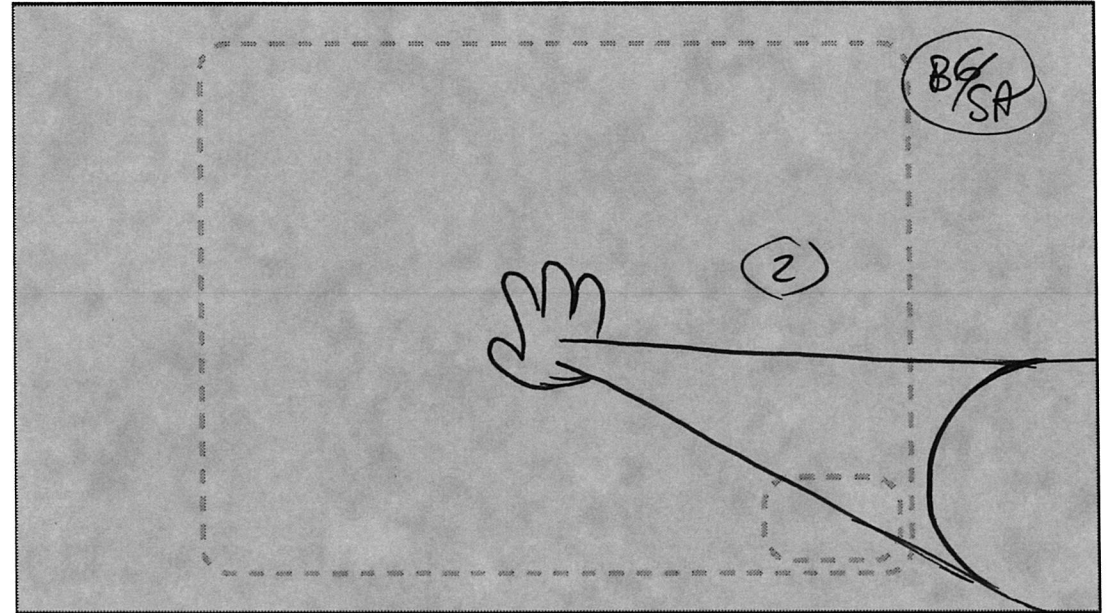


Page 58

Sc. 52 Pnl. B Bg. day night



Sc. 52 Pnl. C Bg. day night



Dialog:

(F) (realisation) ahh...

Action:

- Finn reaches out towards the door, his hand slows, but doesn't stop - and he continues to extend his arm all the way.

Timing:

1034-227

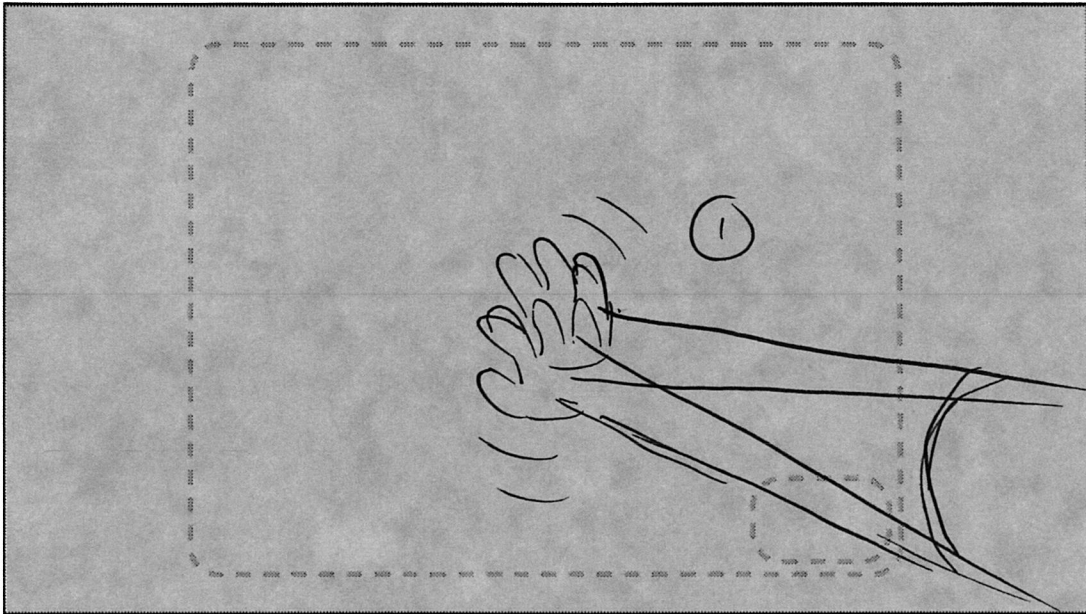
EPISODE #

Production :

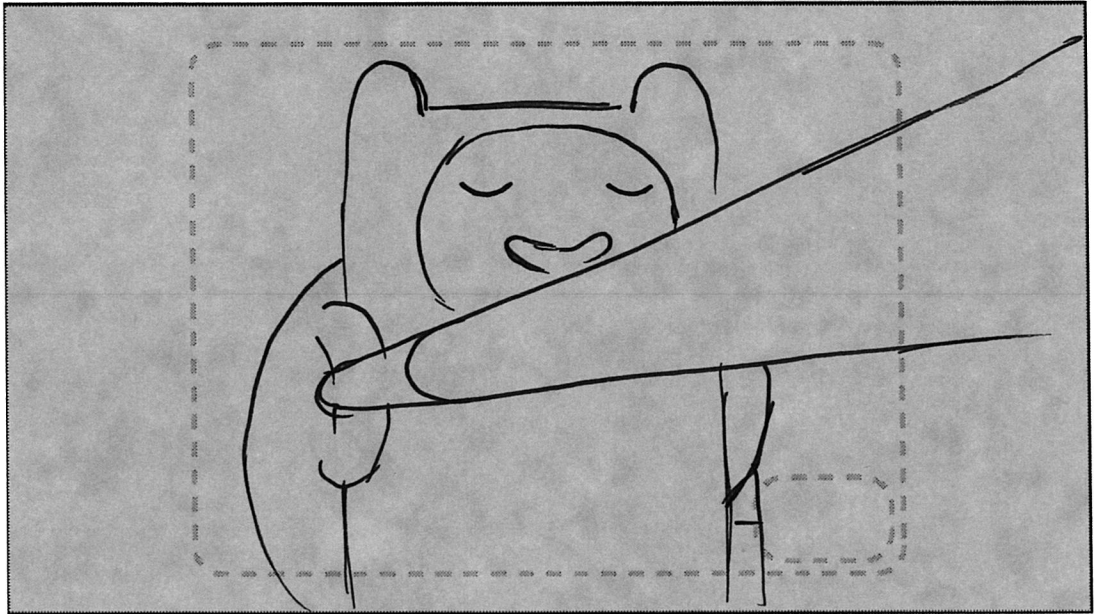
ADVENTURE TIME



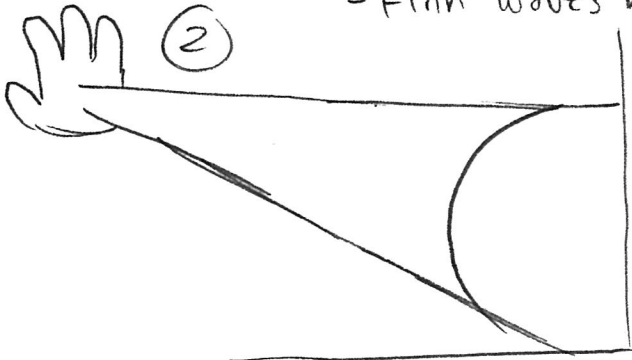
Sc. 52 Pnl. D Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	(FINN) haha! Well done Finn -	
Action:	- Finn waves his arm around.	
Timing:		



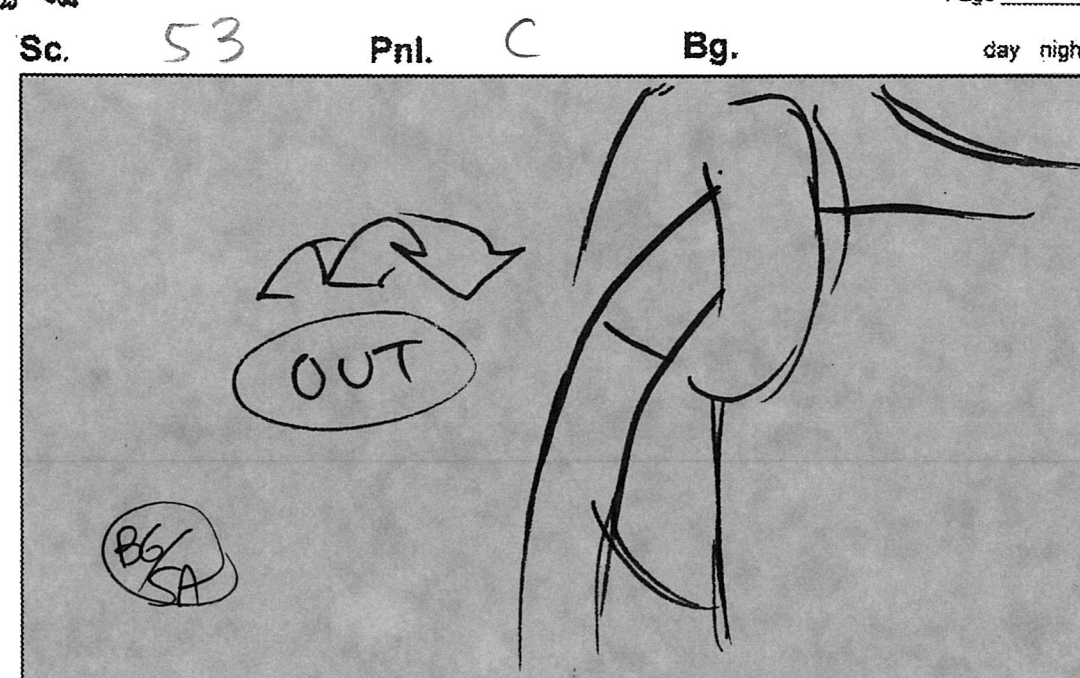
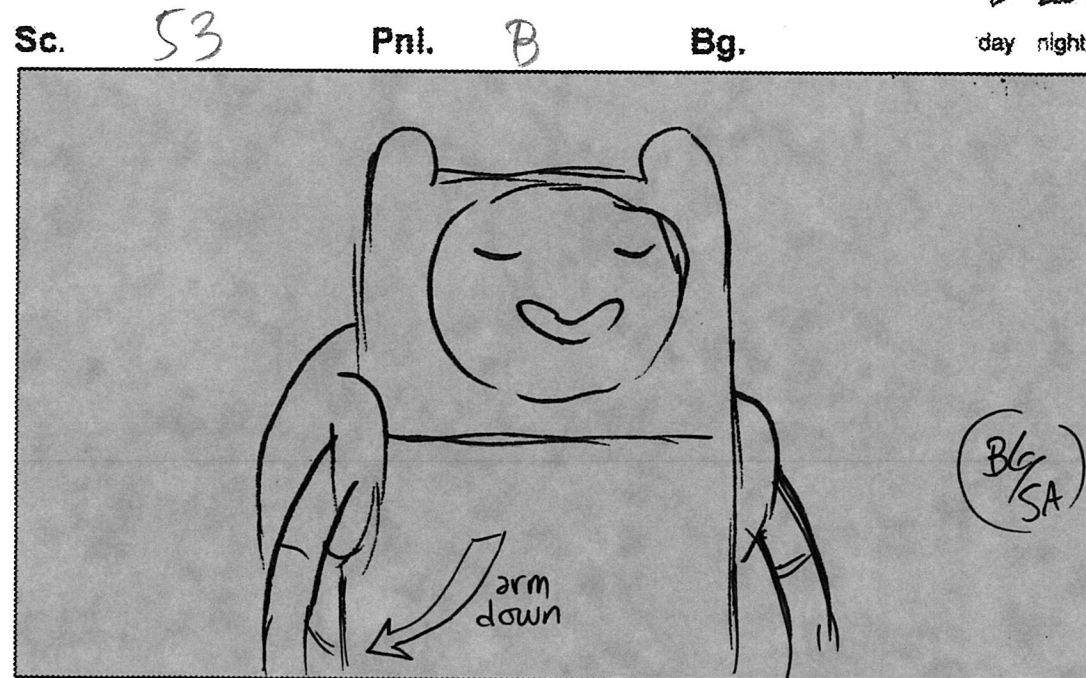
EPISODE # 1034-227

Production :

ADVENTURE TIME



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Dialog:	(F:) You solved the magic door.	
Action:	* eyes stay CLOSED *	
Timing:	☹	

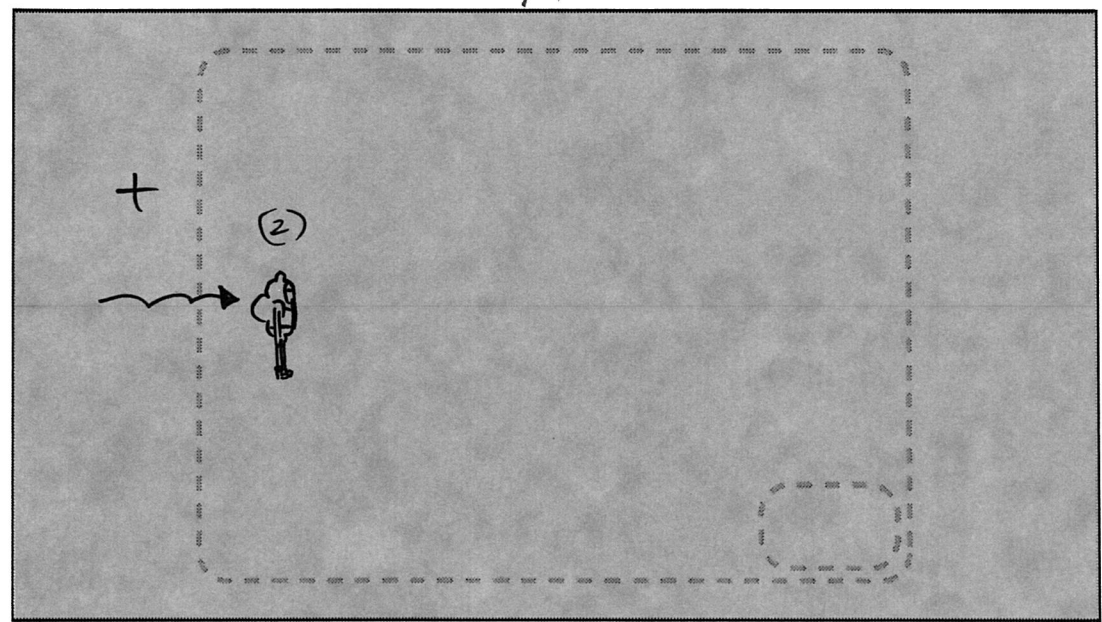
EPISODE # 1034-227

Production :

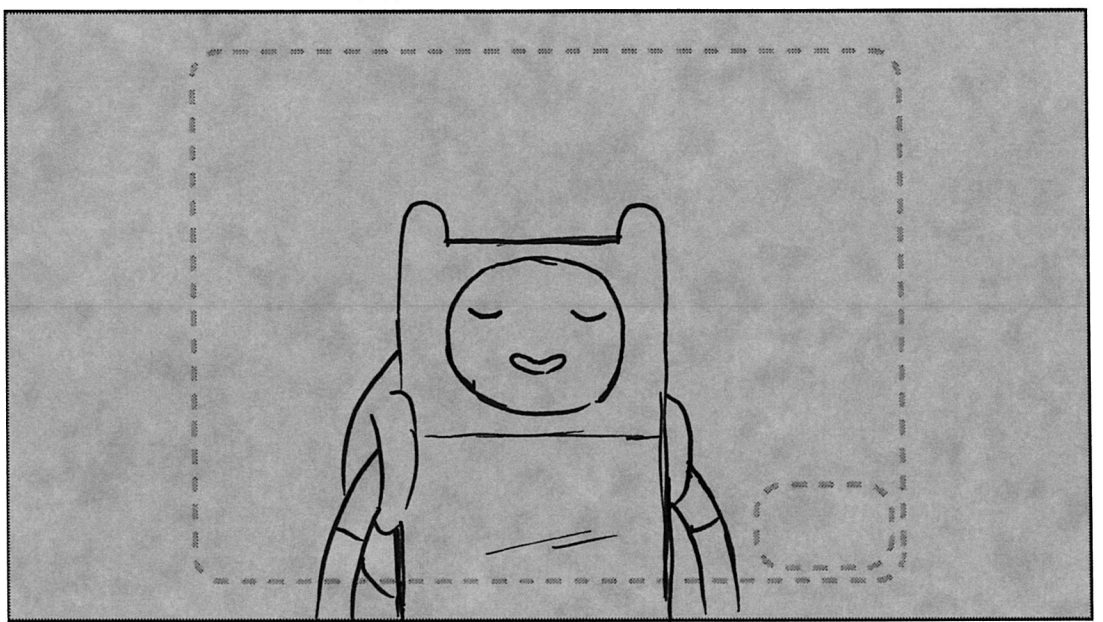
ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	(F:) (2) There, —→	(F:) —→ that oughta done it.	(ALT:) that should be far enough.
Action:	+ -Finn walks on screen.		
Timing:	(IN)		

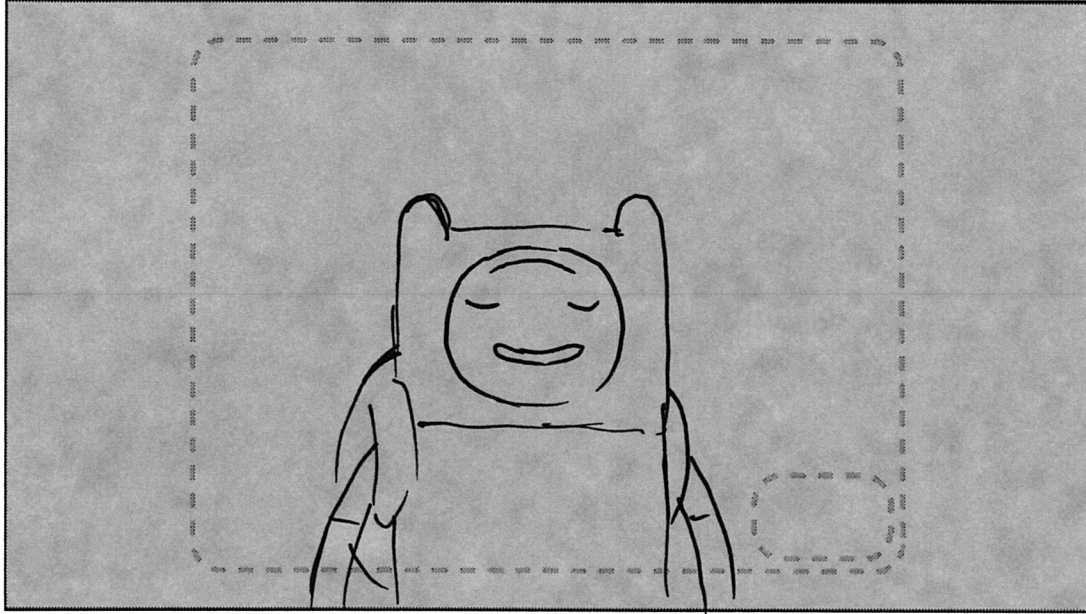
EPISODE # 1034-227
Production :

ADVENTURE TIME

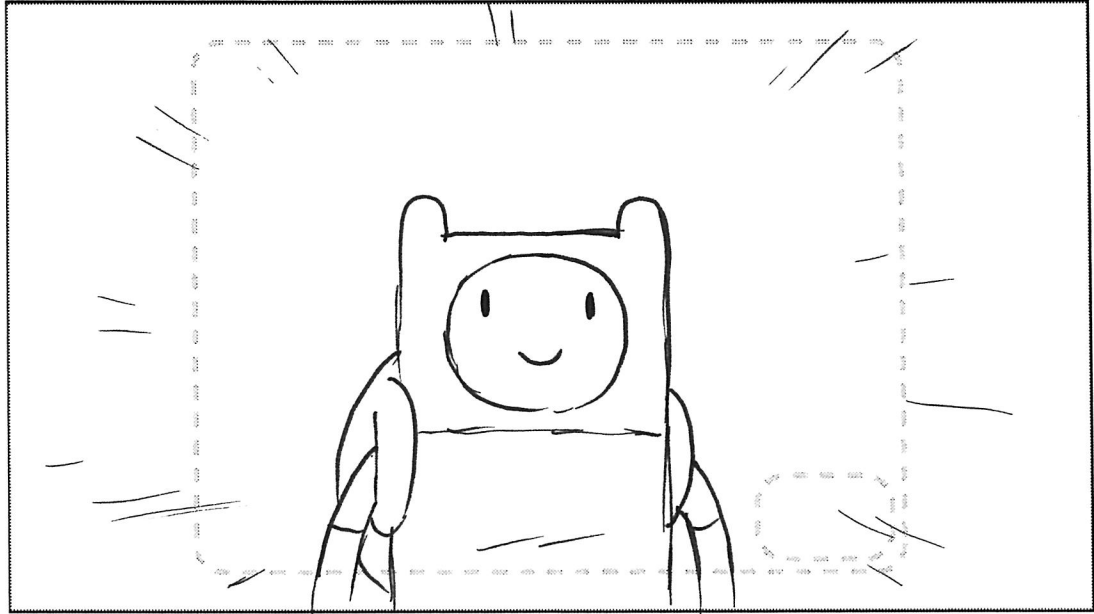


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Sc. 55 Pnl. B Bg. day night



Sc. 55 Pnl. C Bg. day night



Dialog:	<u>FINN.</u> ... aaannndd...
Action:	- Finn opens his eyes, and, in a flash, is returned to the vault.
Timing:	

1034-227

EPISODE #

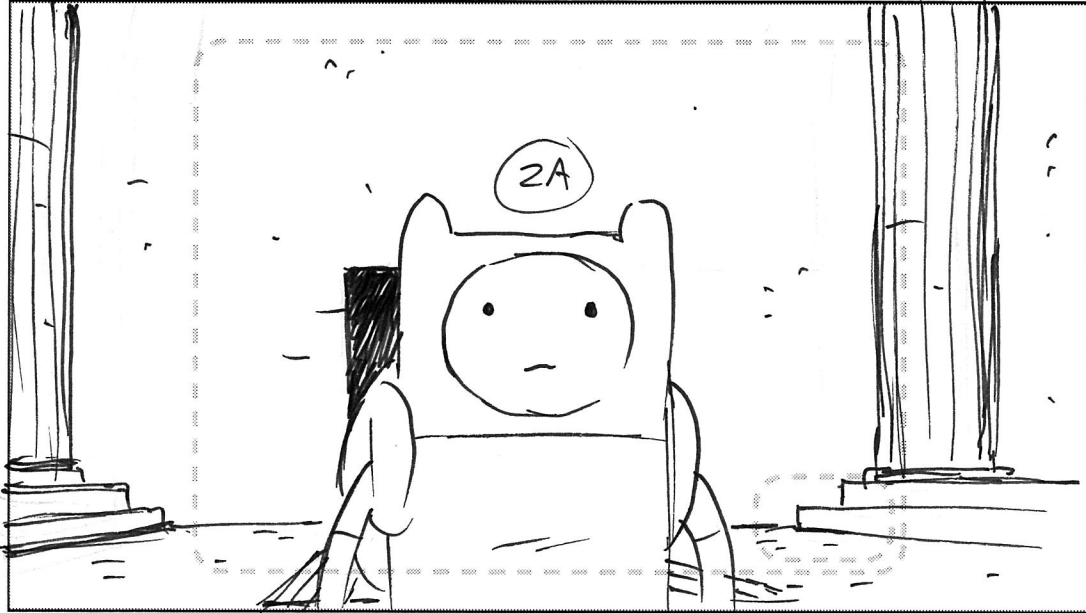
Production :

ADVENTURE TIME

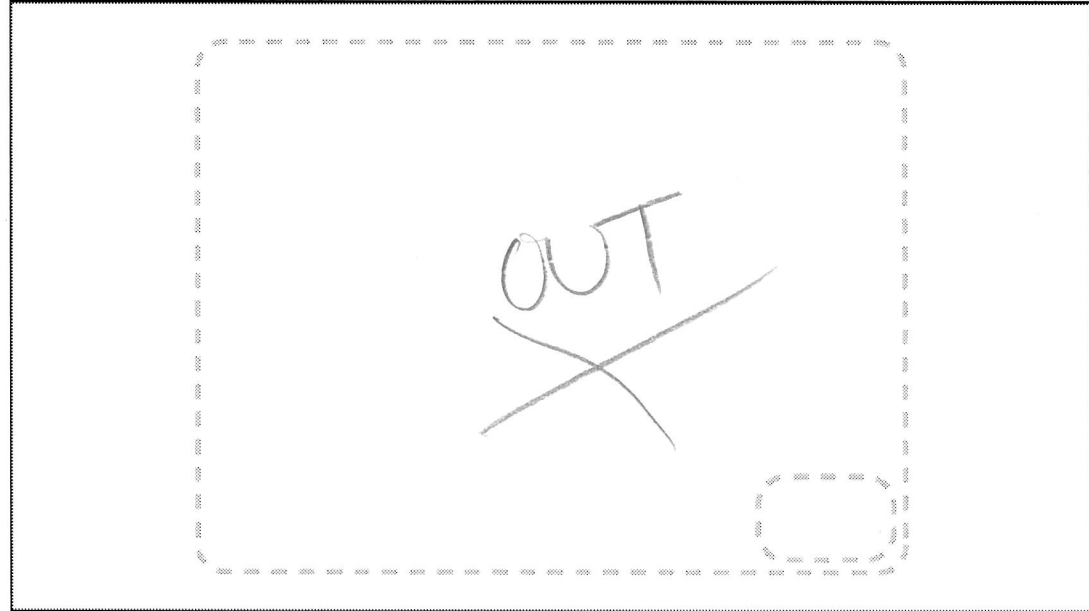


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Sc. 55 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



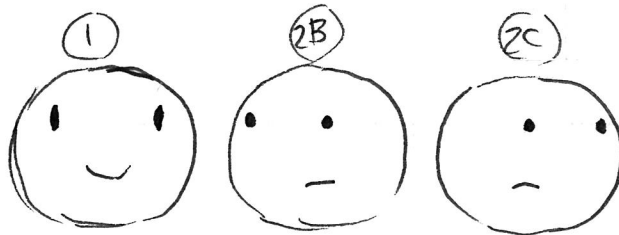
Dialog:

Action

(FINN) (1) (2A) (2B) (2C) (2A)

- Finn looks around, confused and disappointed.

Timor



EPISODE # 1034-227

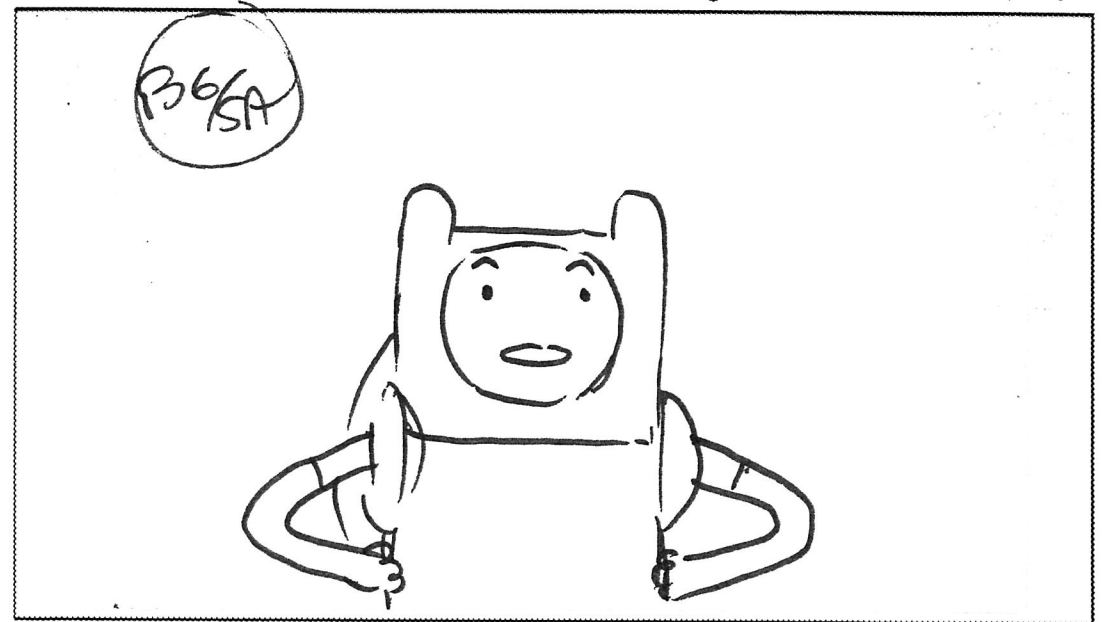
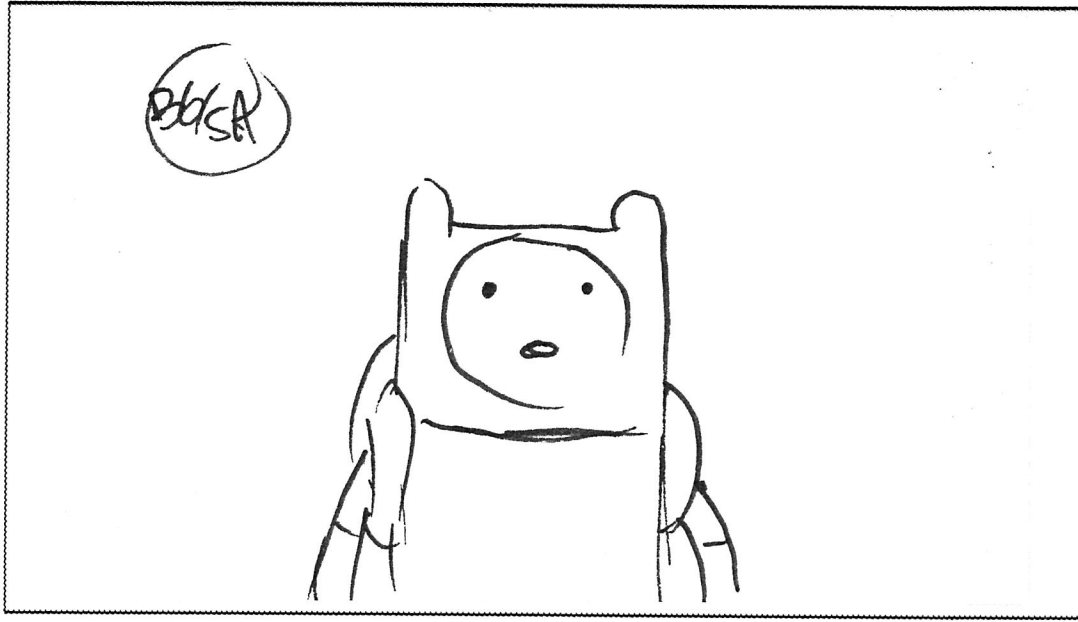
Production :

ADVENTURE TIME



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Sc. 55 Pnl. E Bg. day night Sc. 55 Pnl. F Bg. day night



Dialog:	(F:) oh	(F:) well darn, that's a shame.
Action:	[puffed up - sarcastic]	
Timing:		

EPISODE # 1034-227

Production :

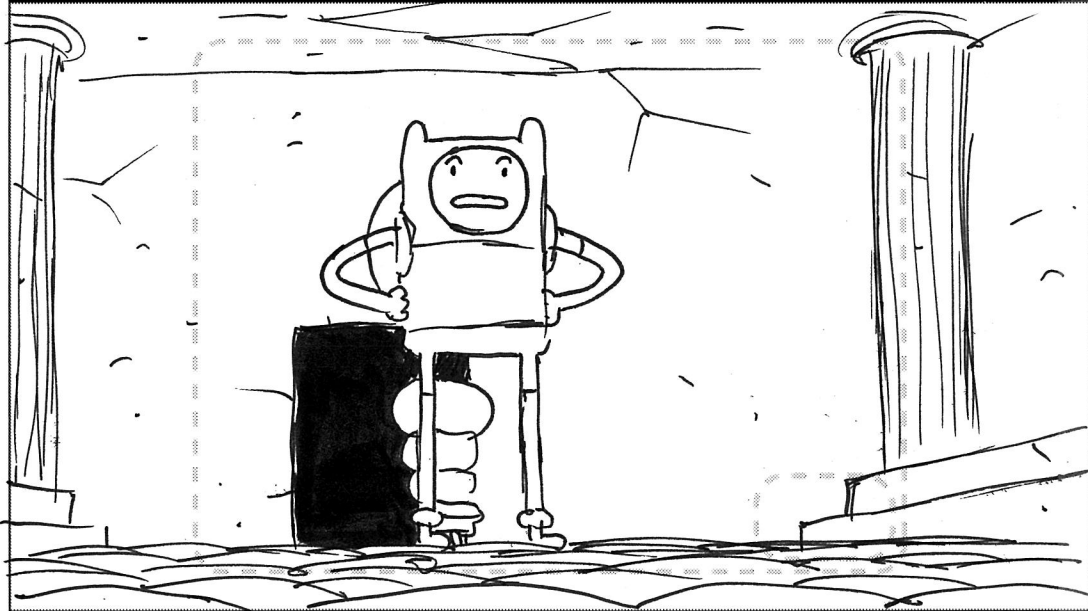
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ADVENTURE TIME

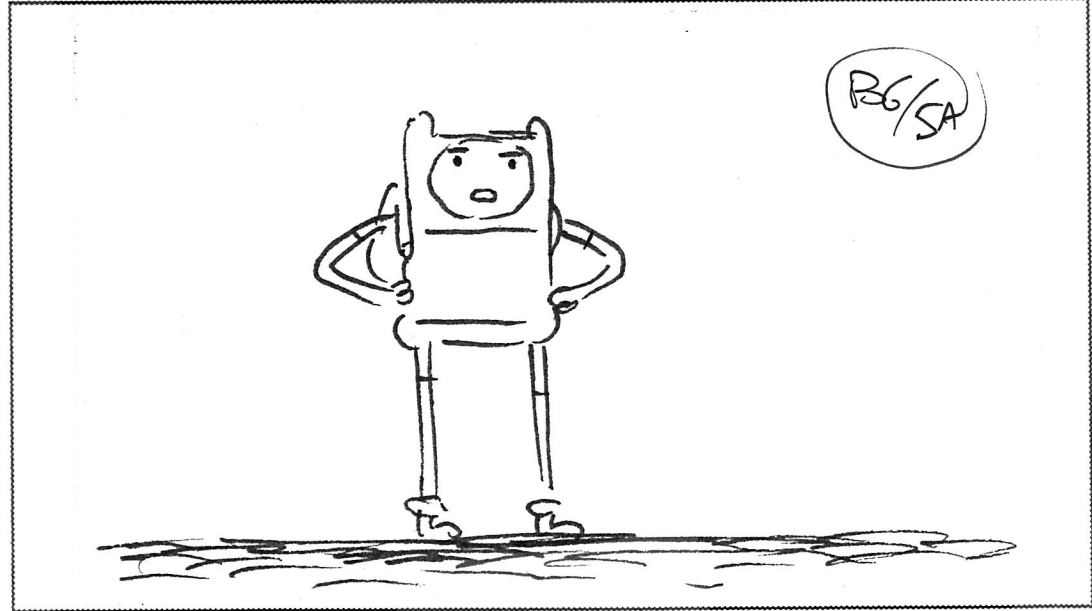


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Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night




Dialog: (F:) I guess this door's just too tricky for me. Guess I better give up, right?

(F) → wrong. WRONG.

Action:

Timing:

(2)

- Finn speaks, then closes his eyes.

1034-227
EPISODE #

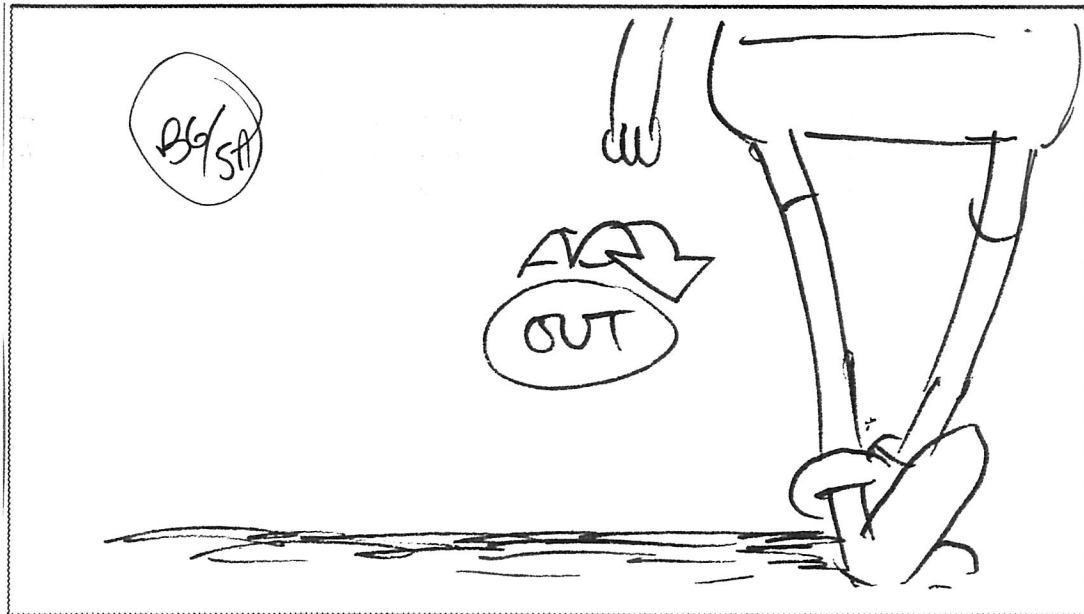
Production :

ADVENTURE TIME

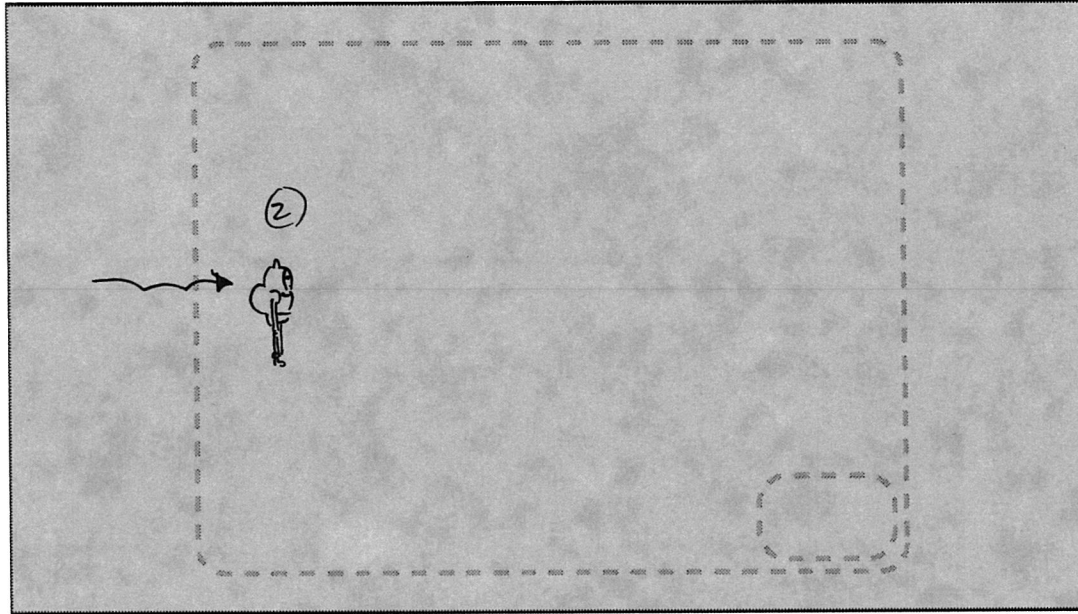


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Sc. 56 Pnl. C Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(F:) (all business) let's try that again.

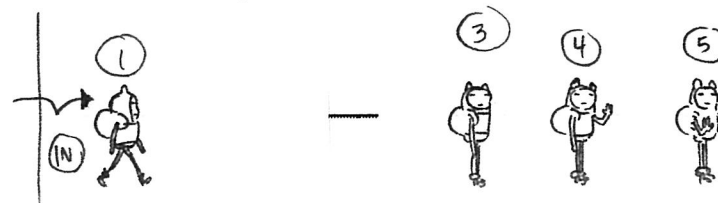
(F:) Hmm...

Action:

* Eyes stay closed * (F:)

-Finn walks in, then touches the invisible wall.

Timing:



1034-227

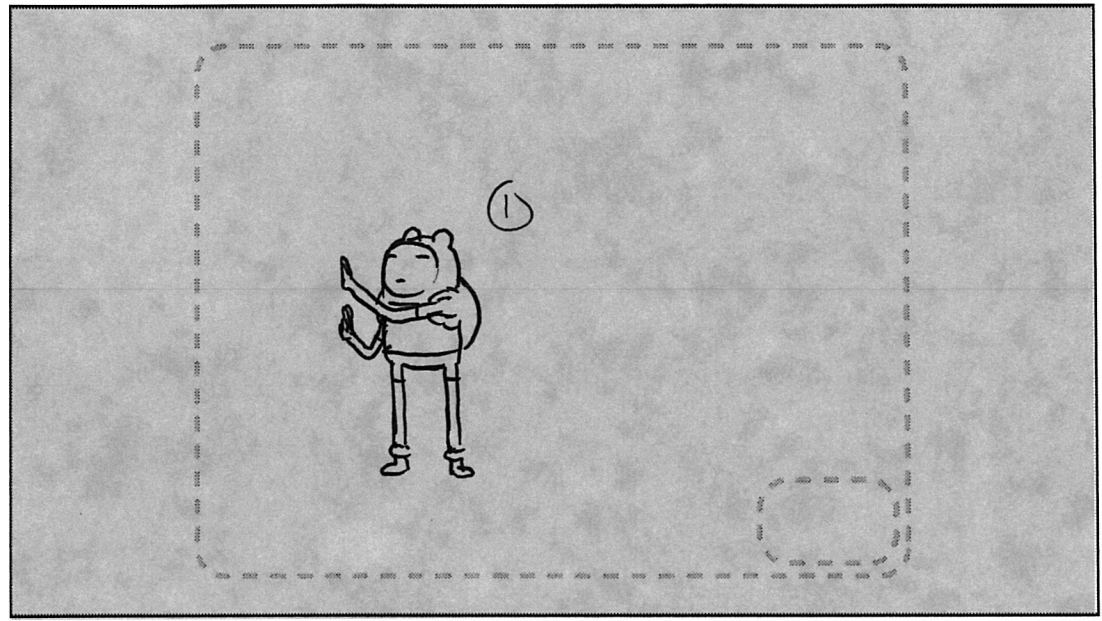
EPISODE #

Production :

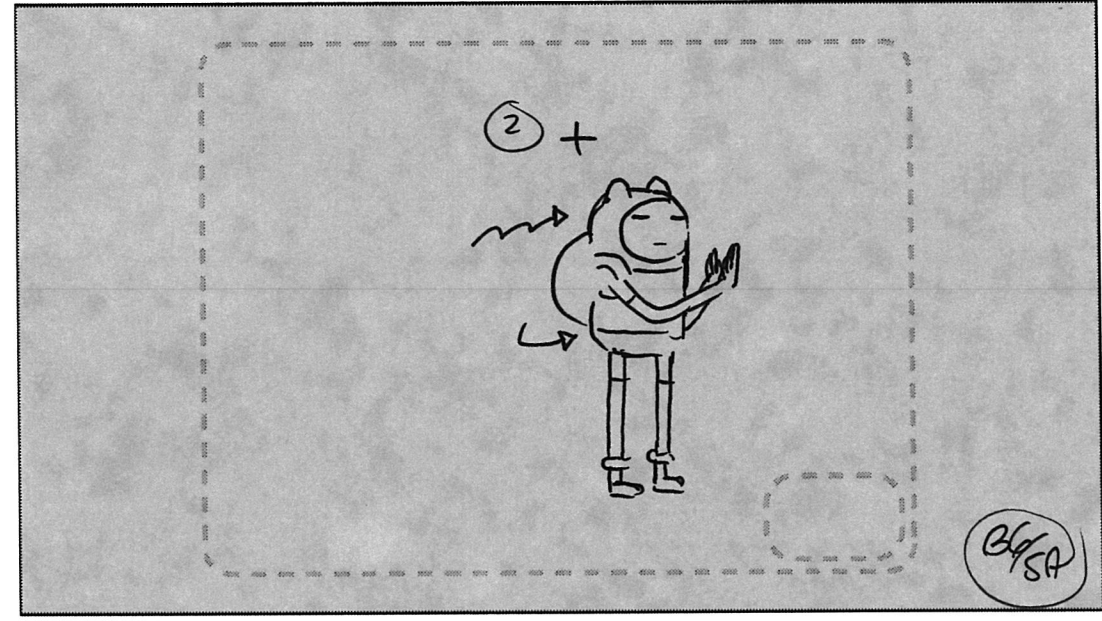
ADVENTURE TIME







Sc. 58 Pnl. A Bg. day night



Sc. 58 Pnl. B Bg. day night



Dialog:	(FINN) ③ it's smooth like metal...		
Action:			- Finn feels along the invisible walls.
Timing:	 		

1034-227

EPISODE #

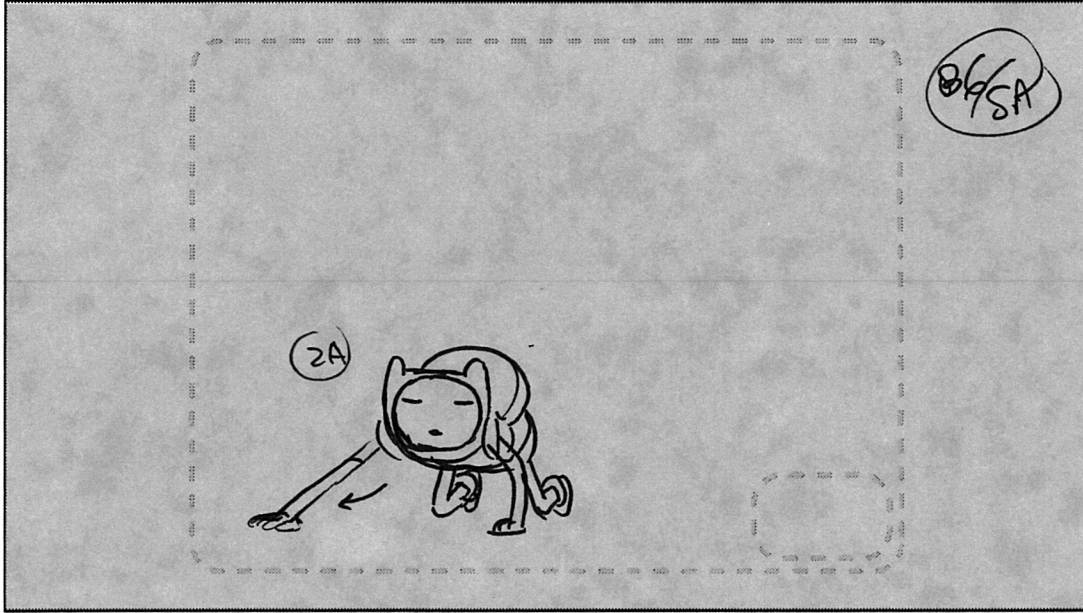
Production :

ADVENTURE TIME

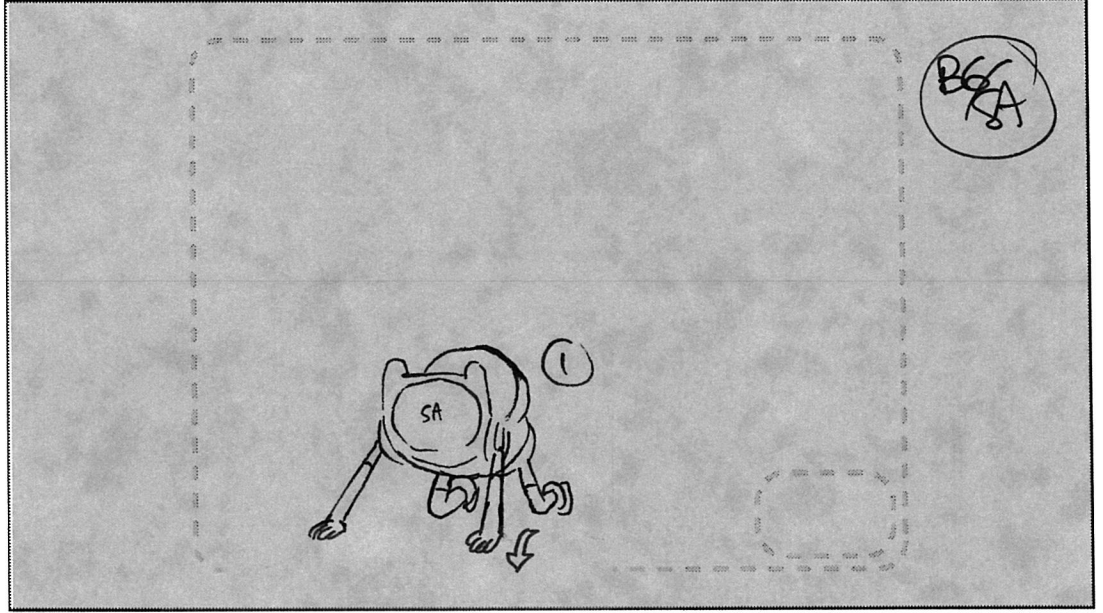


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Sc. 58 Pnl. C Bg. day night



Sc. 58 Pnl. D Bg. day night



Dialog: (F:) Floor's smooth too... and cold. (F:) (2) Oh!

Action: - Finn feels around on the floor, then feels a thread (2)

Timing: (2B) (2C) (2)

EPISODE # 1034-227

Production :

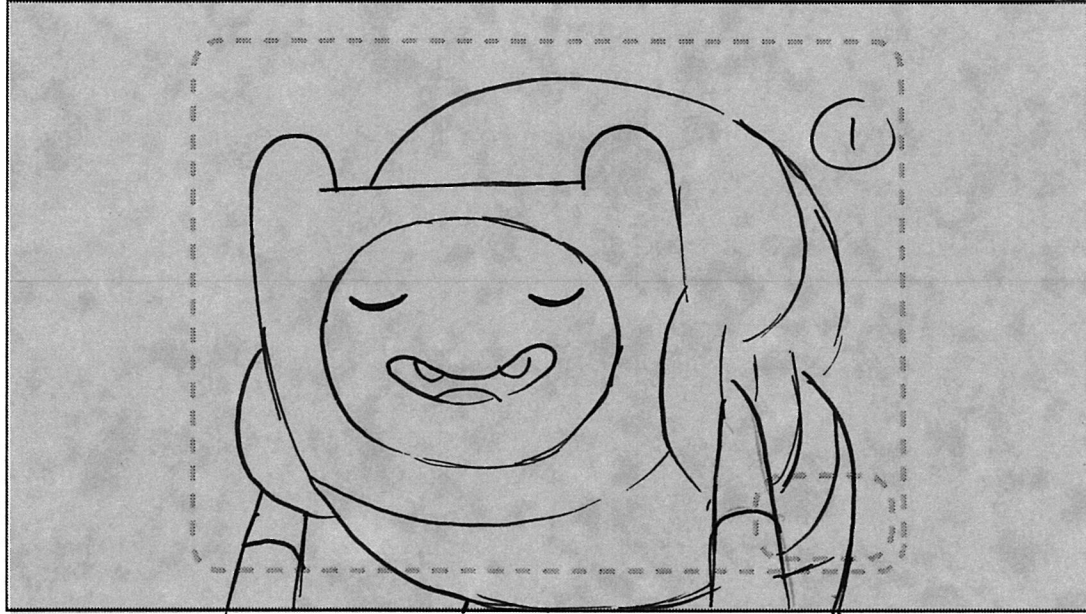
ADVENTURE TIME



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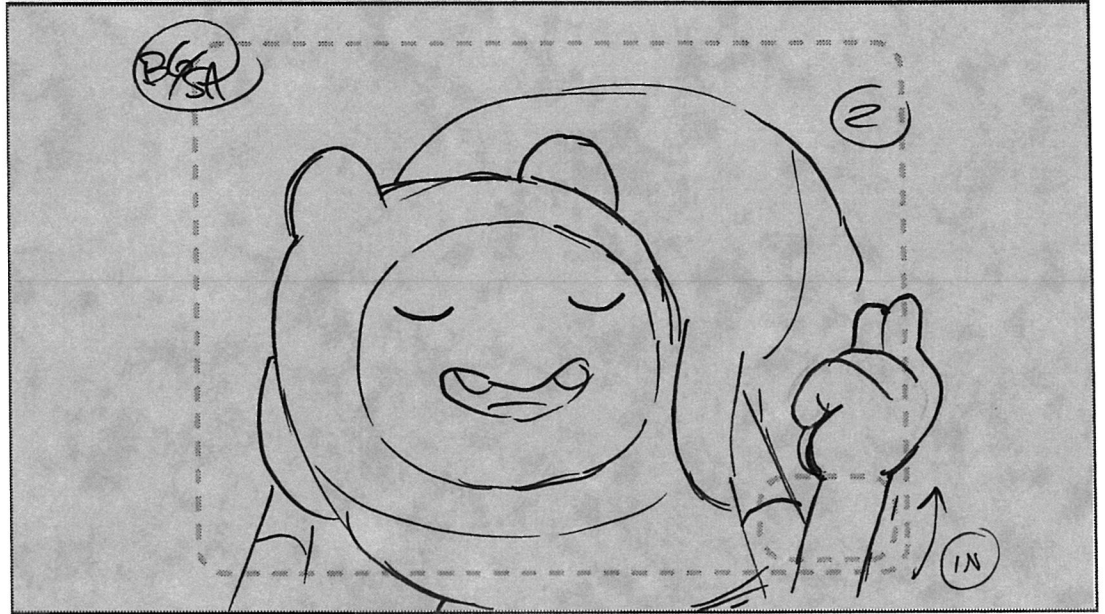
Sc. 59 Pnl. A Bg.

day night



Sc. 59 Pnl. B Bg.

day night



Dialog:

(F:) What have we here? : heh heh :

Action:

- Finn holds up an invisible thread.

Timing:

I drew it 20 different ways and this one felt the least wrong...
- Tom

1034-227

EPISODE #

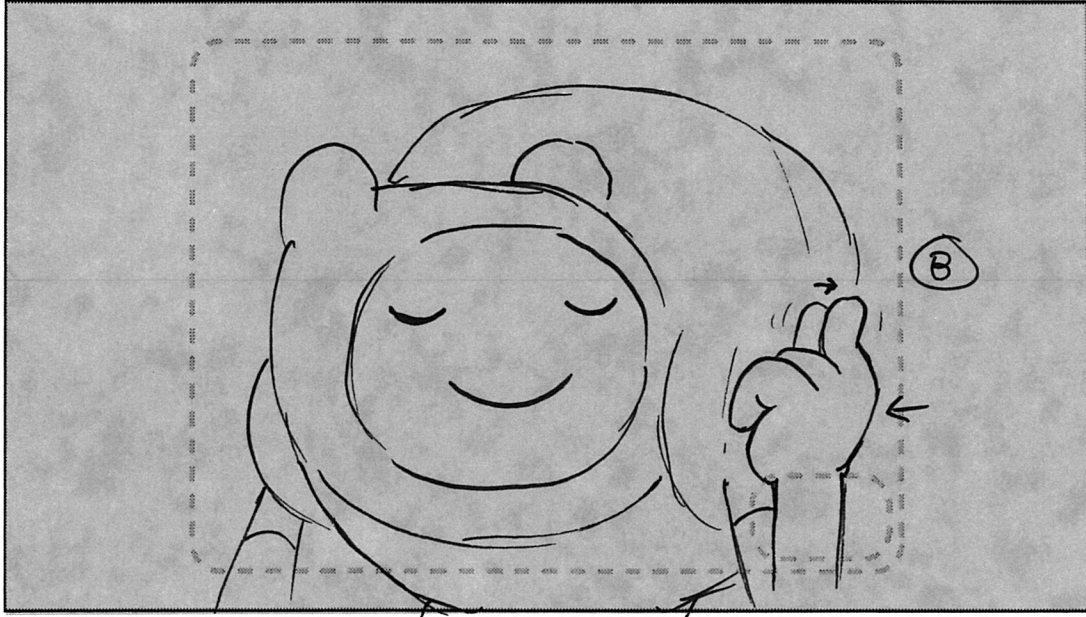
Production :

ADVENTURE TIME

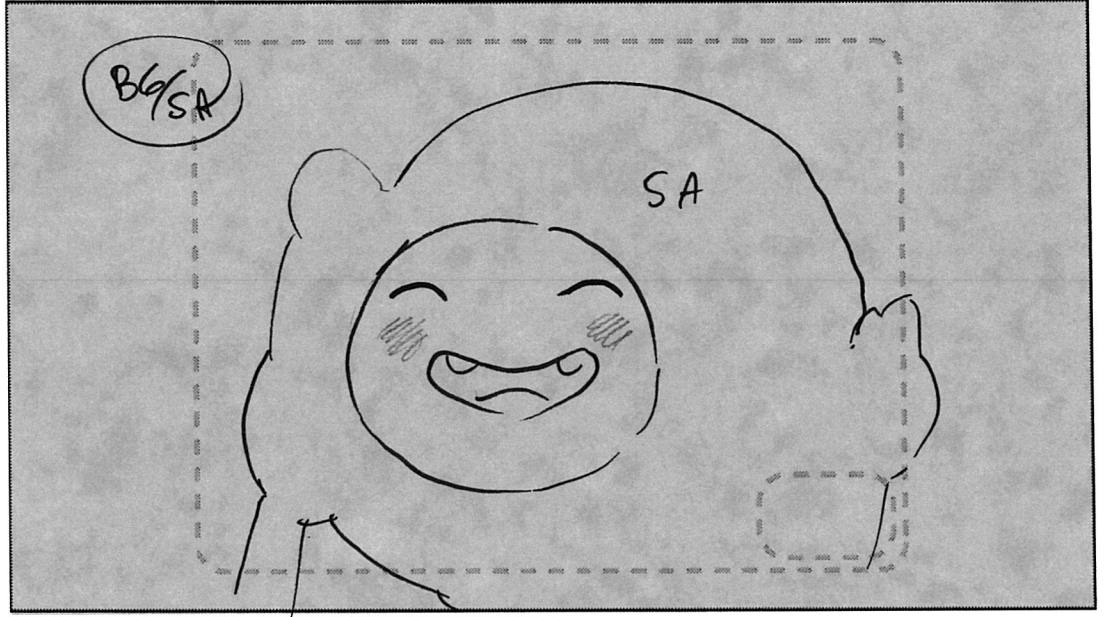


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Sc. 59 Pnl. C Bg. day night



Sc. 59 Pnl. D Bg. day night

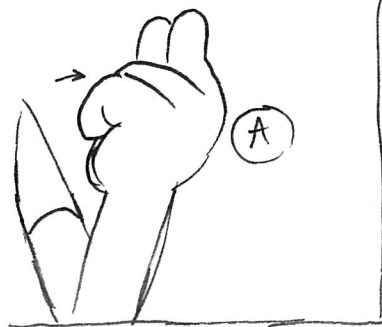


Dialog: (SFX:) (thread pull) = toink toink =

(F:) An errant thread!

Action: (B) (A) (B) (A)
- Finn tugs on invisible thread.

Timing:



1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 71

Sc.

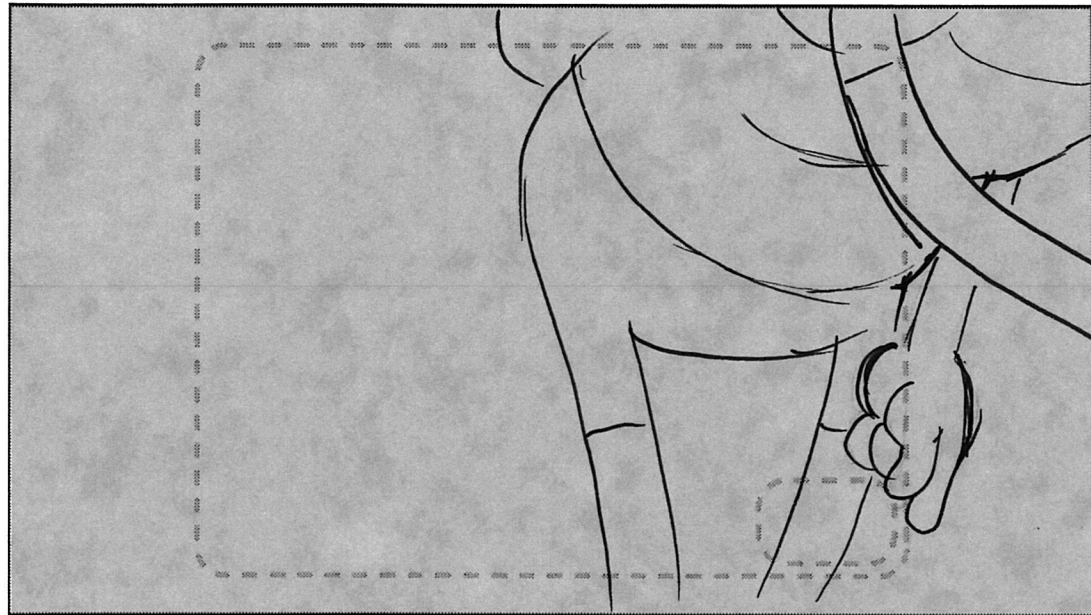
59

Pnl.

E

Bg.

day night



Sc.

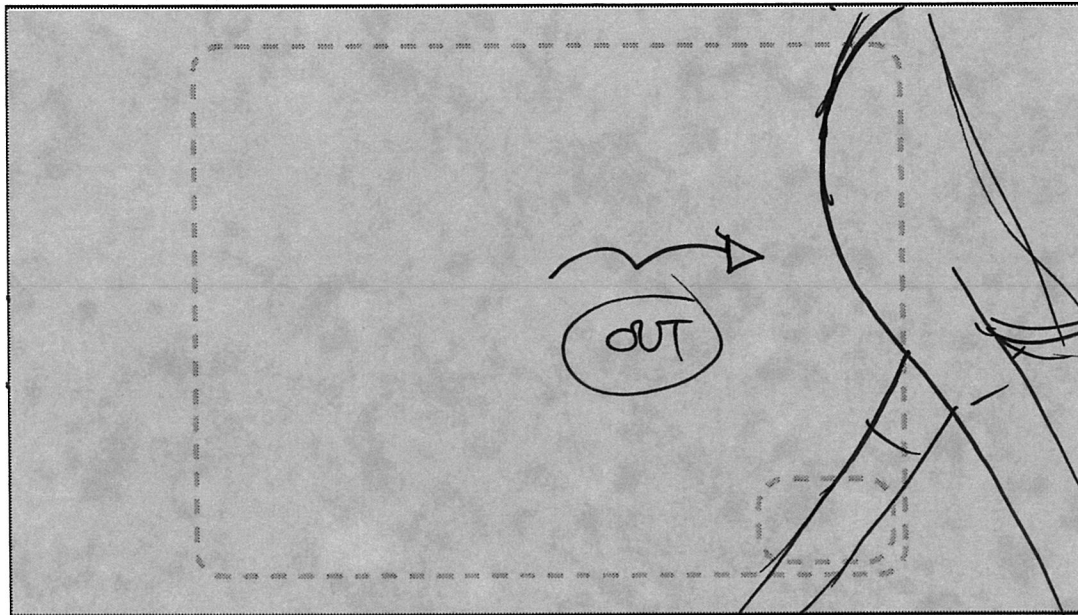
59

Pnl.

F

Bg.

day night



Dialog:

(F:) heh heh

Action:

-Finn stands up and begins to walk, grasping the thread with both hands.

Timing:



EPISODE #

1034-227

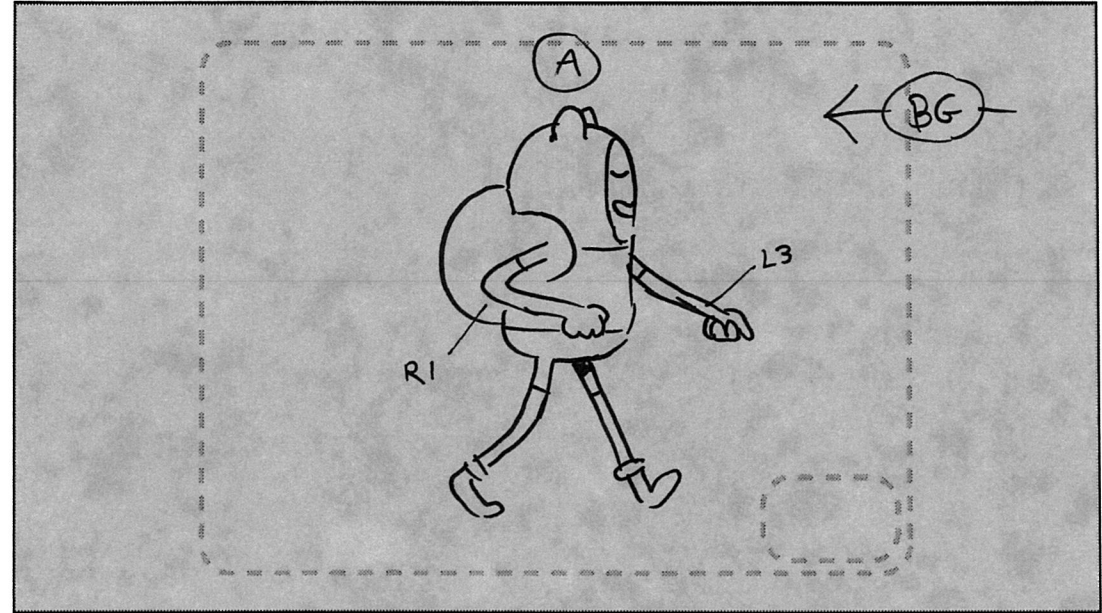
Production :

ADVENTURE TIME

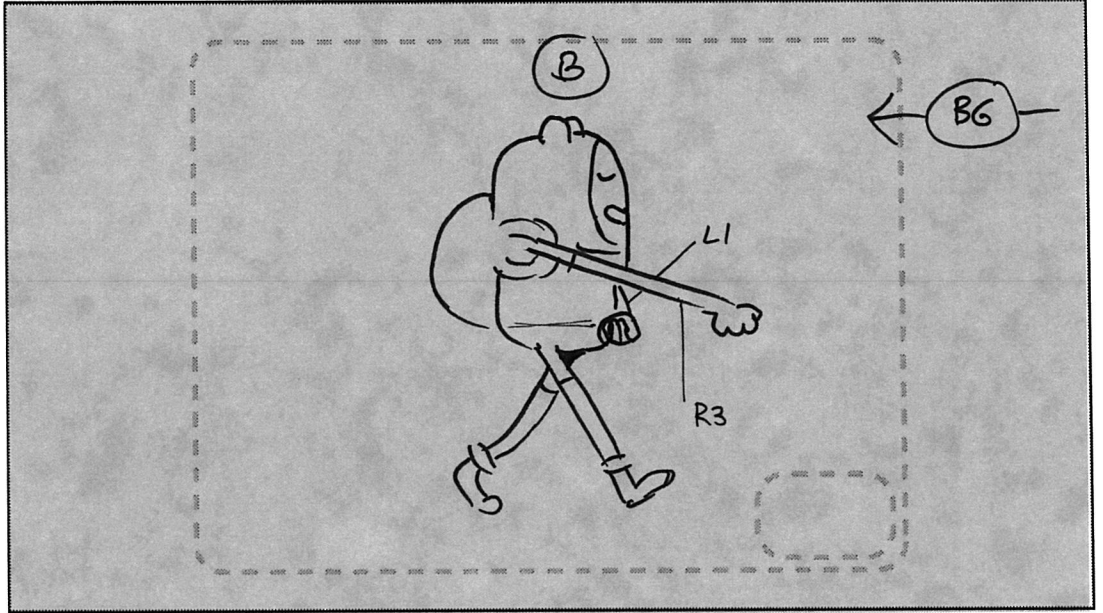


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Sc. 60 Pnl. A Bg. day night



Sc. 60 Pnl. B Bg. day night



Dialog: (F:) I bet some other cool-guy probly brought this in from the other side.

Action: R1 R2 R3 R1 R2 R3 etc.
L3 L1 L2 L3 L1 L2

Timing: - Finn follows the invisible thread, hand over hand.

Hand diagrams:
R2: A diagram showing the right hand with the index finger pointing up and the thumb pointing down, with an arrow indicating the direction of movement.
L2: A diagram showing the left hand with the index finger pointing up and the thumb pointing down, with an arrow indicating the direction of movement.

Notes: - hand stays open until arm reaches full extension

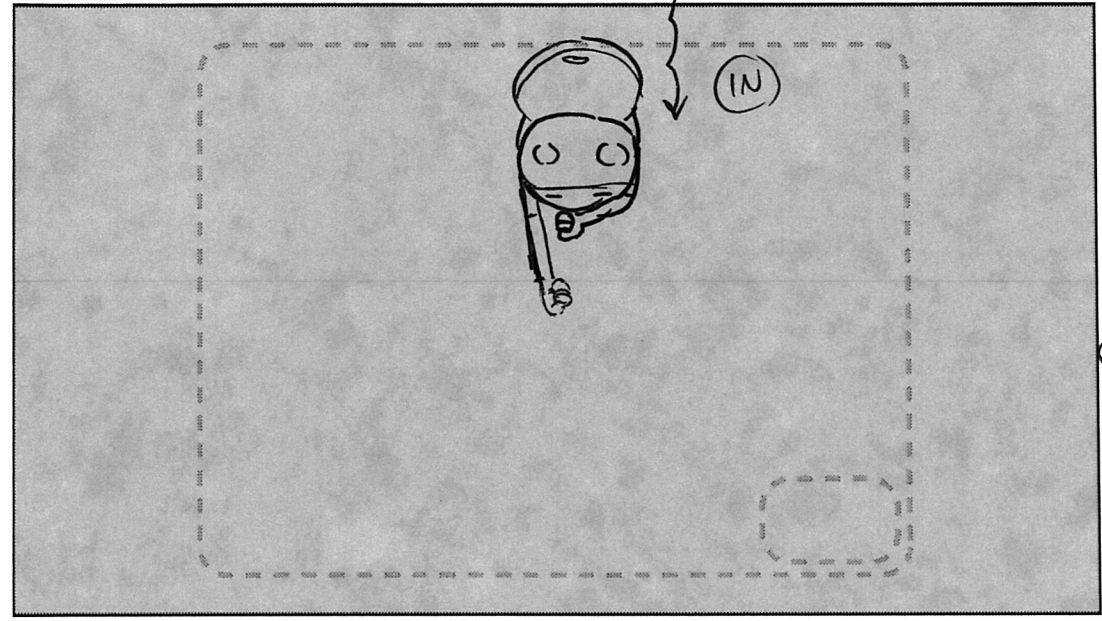
EPISODE # 1034-227

Production :

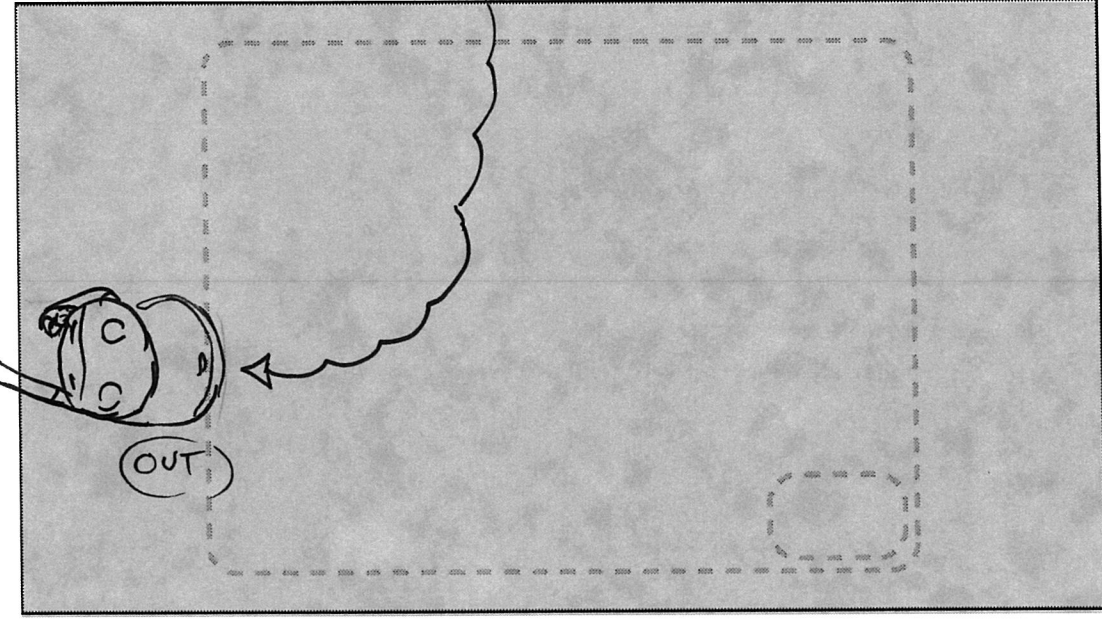
ADVENTURE TIME



Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog:	(F:) it must lead back out.
Action:	- Finn follows the invisible thread, hand over hand.
Timing:	

EPISODE # 1034-227

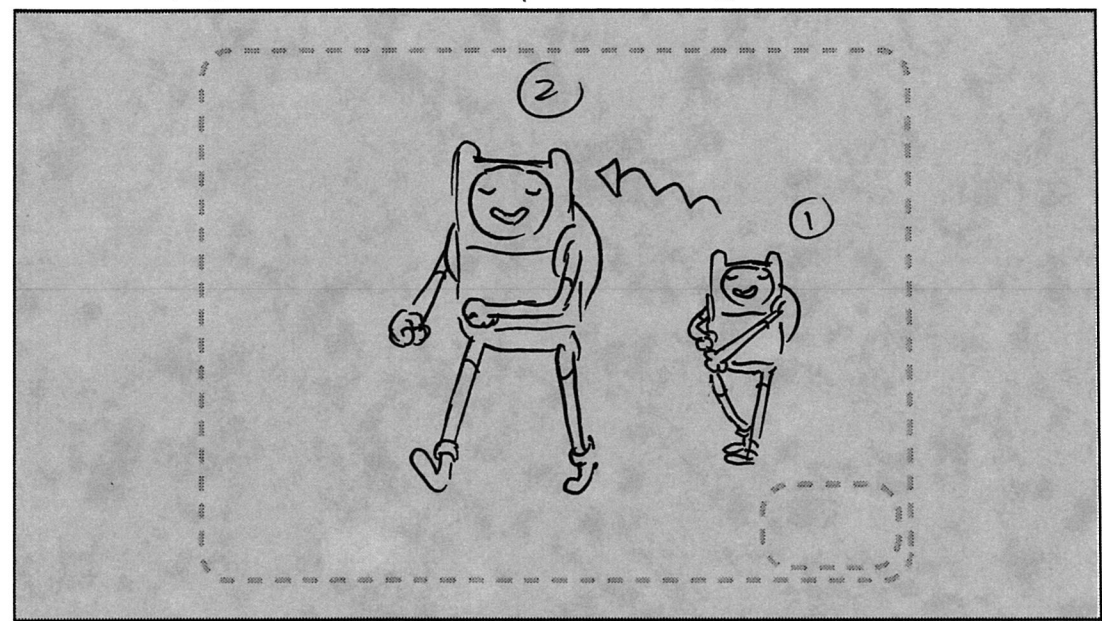
Production :

ADVENTURE TIME

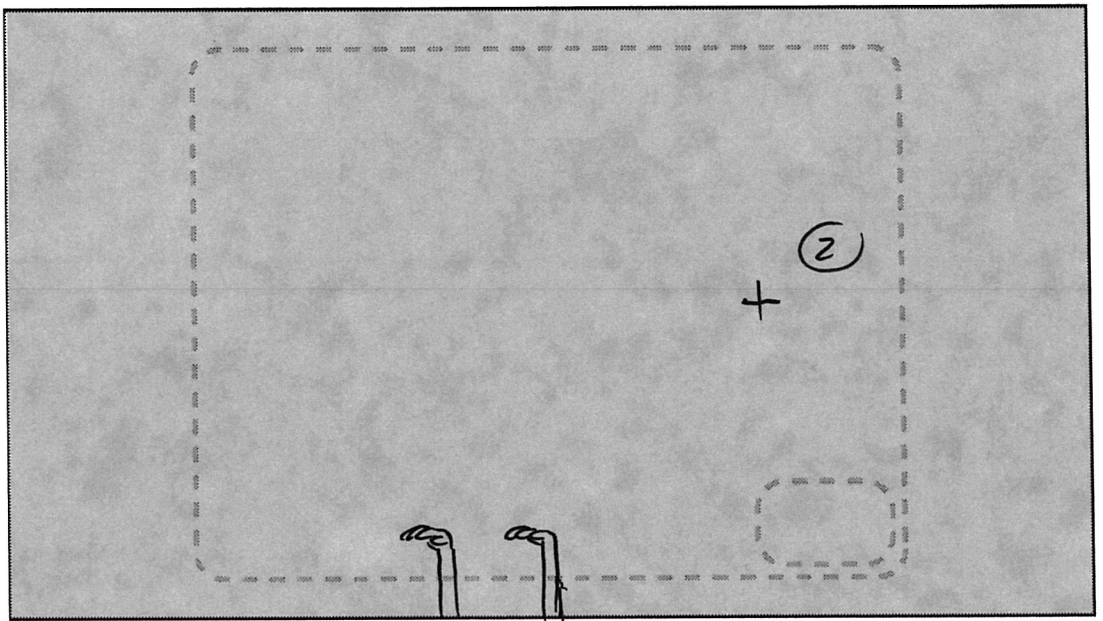


Page 74
day night

Sc. 62 Pnl. A Bg. day night




Sc. 62 Pnl. B Bg. day night



Dialog: (F:)... Buh-red crumb sty YAH-OOF!!
(SFX:) ☆ TRAPDOOR OPENING ☆ - WHAM!

Action: - Finn falls into an invisible trap door, but manages to grab the edge.

Timing:

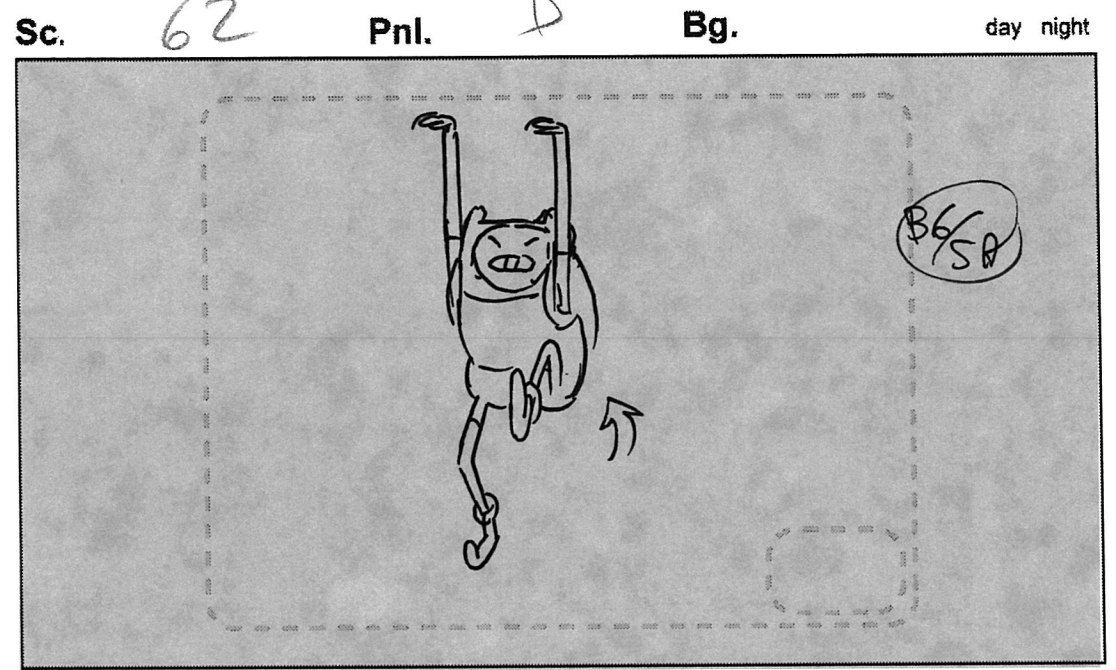
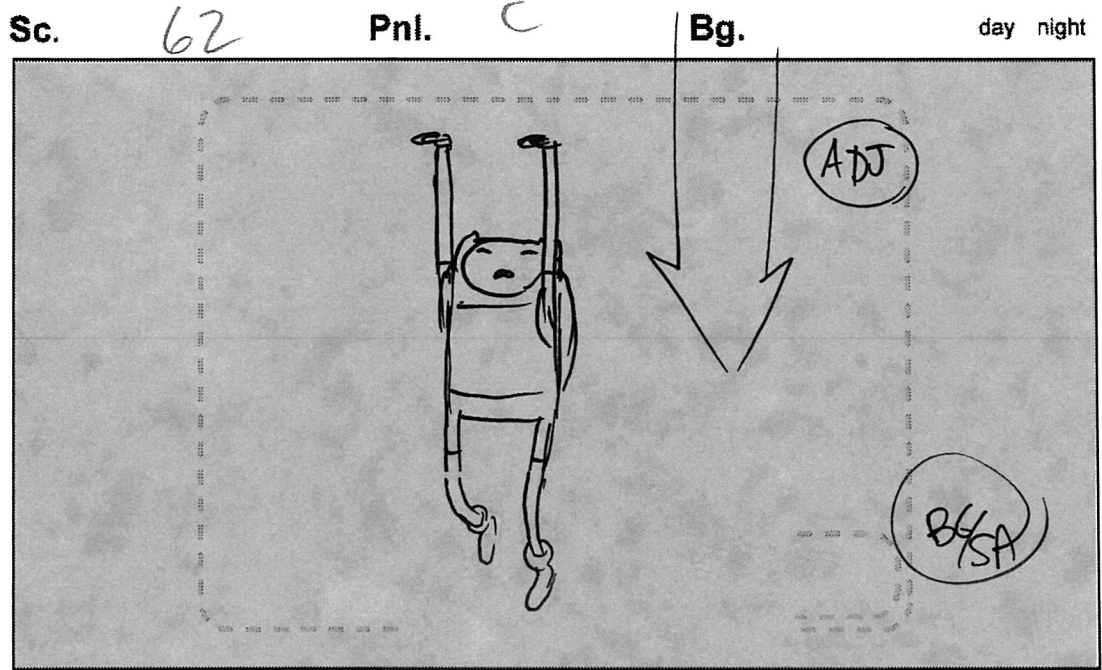



EPISODE # 1034-227
Production :

ADVENTURE TIME



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Dialog:	(F:) * catches breath * trapdoor?	(F:) * struggling to climb * ...RRR grr... (SFX:) 'sneaker squeaks'	
Action:		- Finn struggles to climb up the wall of the hole.	
Timing:			

1034-227

EPISODE #

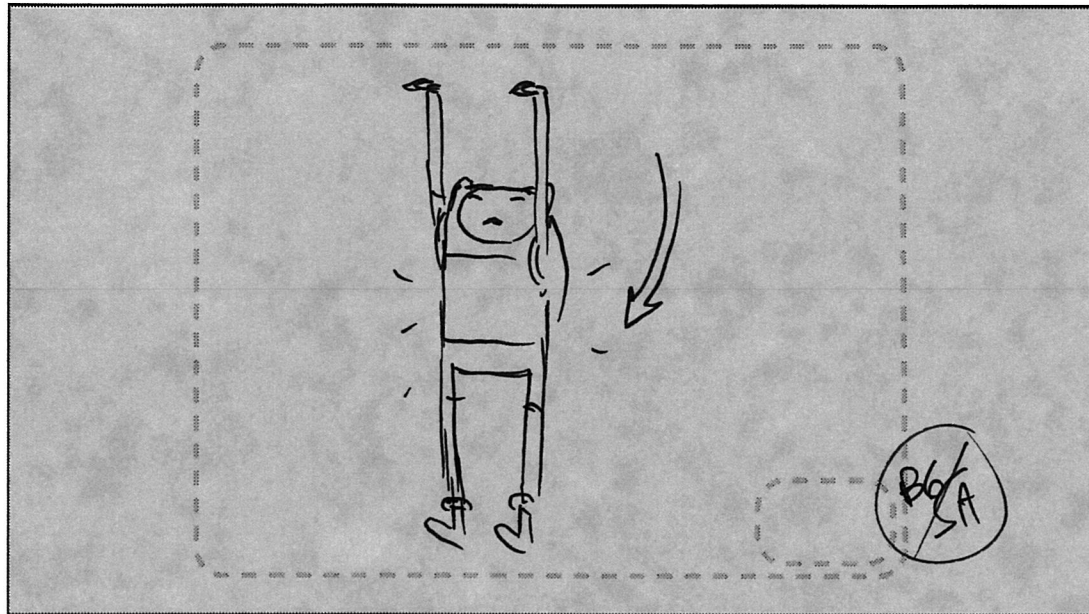
Production :

ADVENTURE TIME

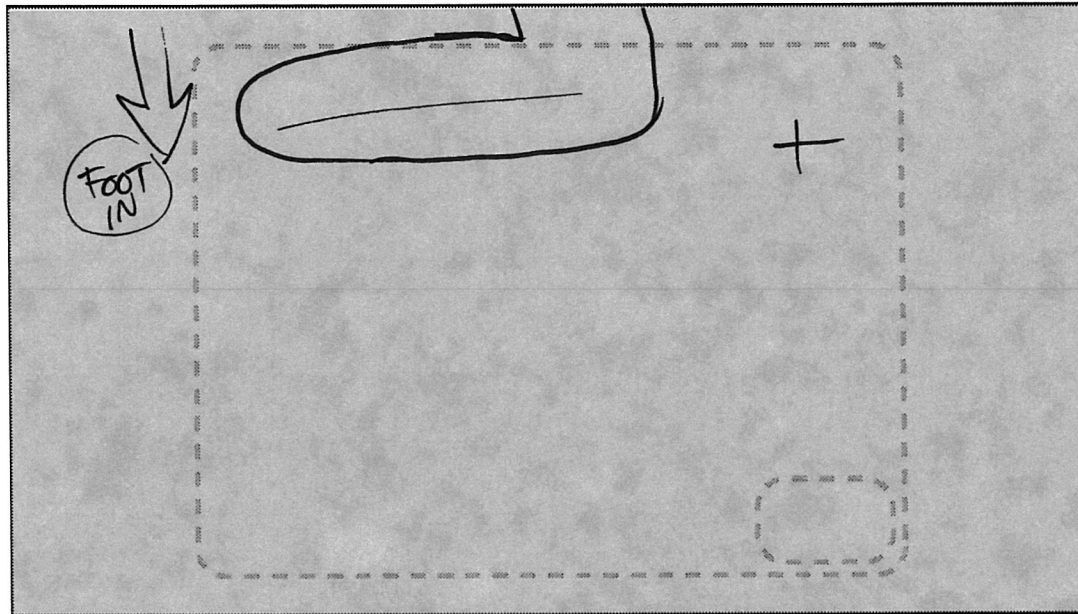


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Sc. 62 Pnl. E Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog:

(SFX) : SQUEAK SLIDE :
THUMP

(FINN:) OOF

Action:

- Finn slips and falls back down.

Timing:

(SFX) (pinprick) : TOINK :

- Finns foot falls down
and is poked by an
invisible spike.



EPISODE # 1034-227

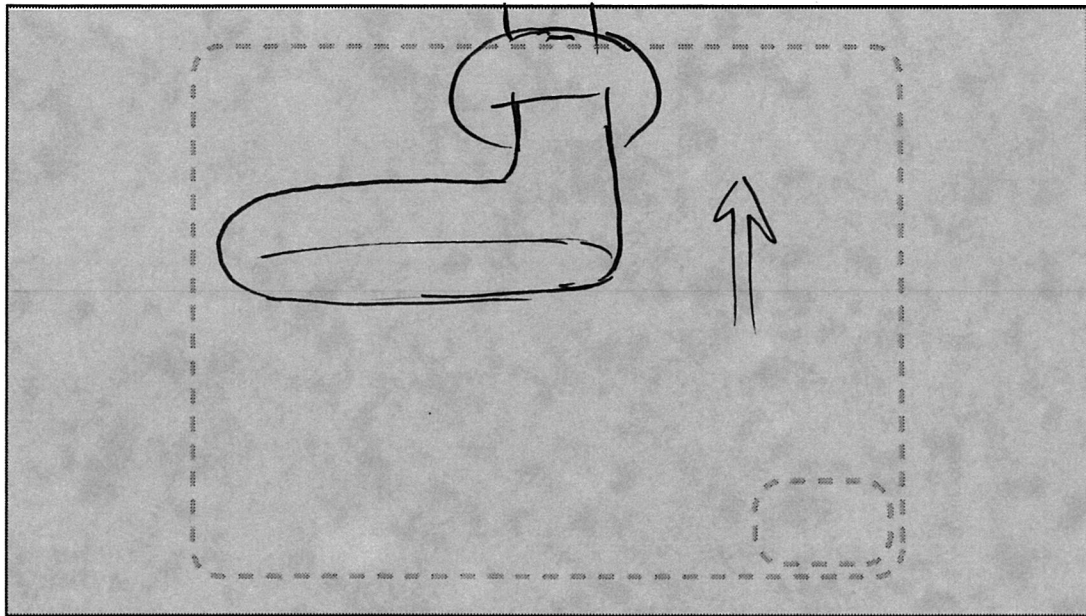
EPISODE #

ADVENTURE TIME

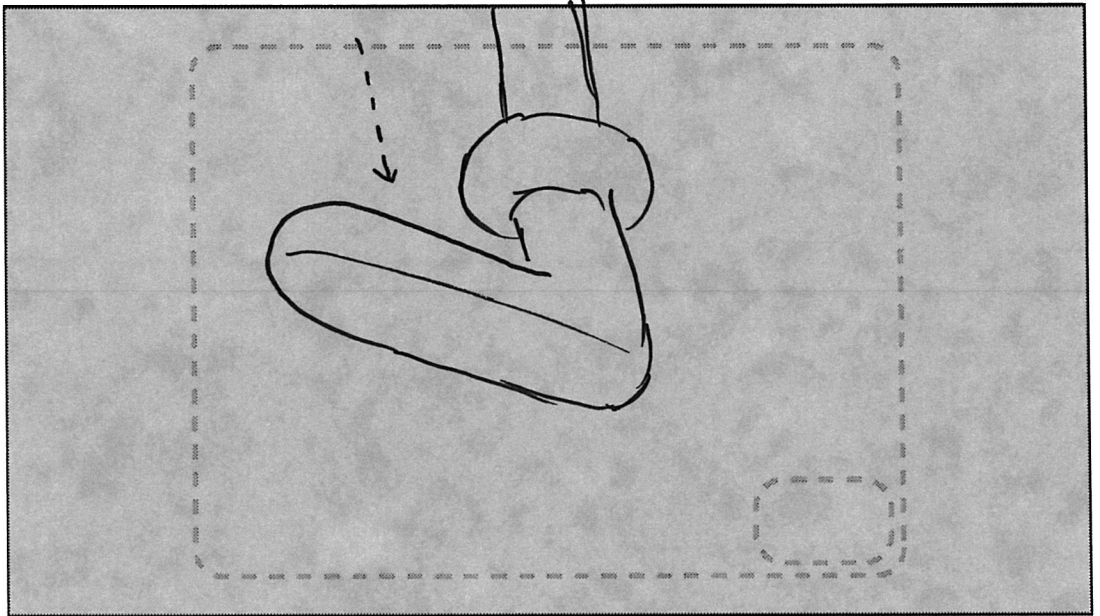


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Sc. 63 Pnl. B Bg. day night



Sc. 63 Pnl. C Bg. day night



Dialog:

(FINN) YOW!

Action:

- Finn's foot ~~is~~ flinches back in pain

- Finn's foot eases back down cautiously.

Timing:

EPISODE #

1034-227

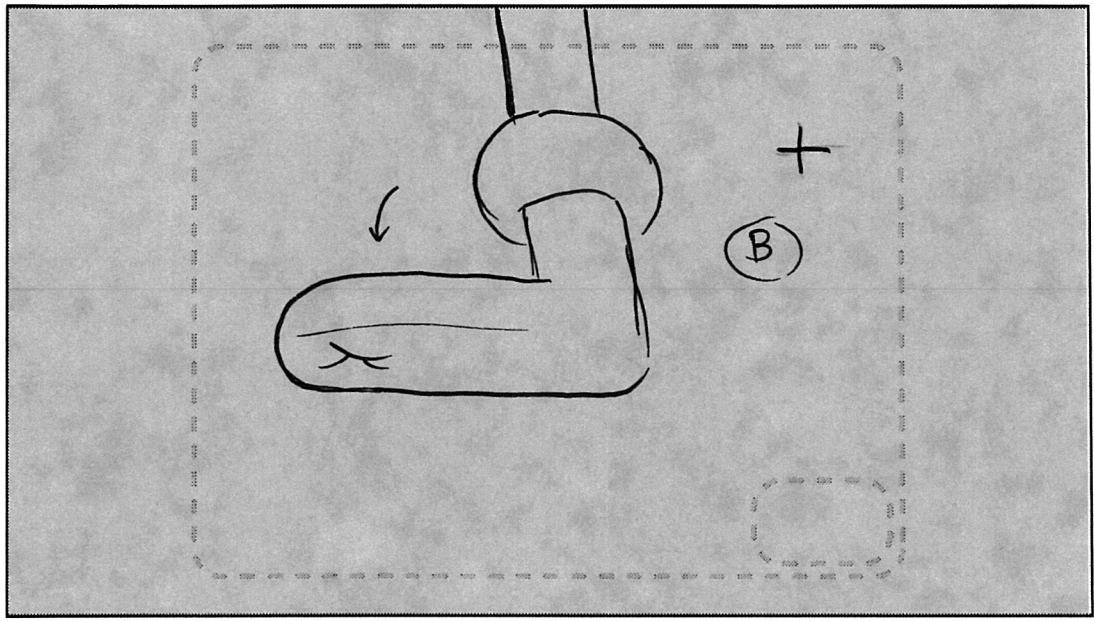
Production :

ADVENTURE TIME

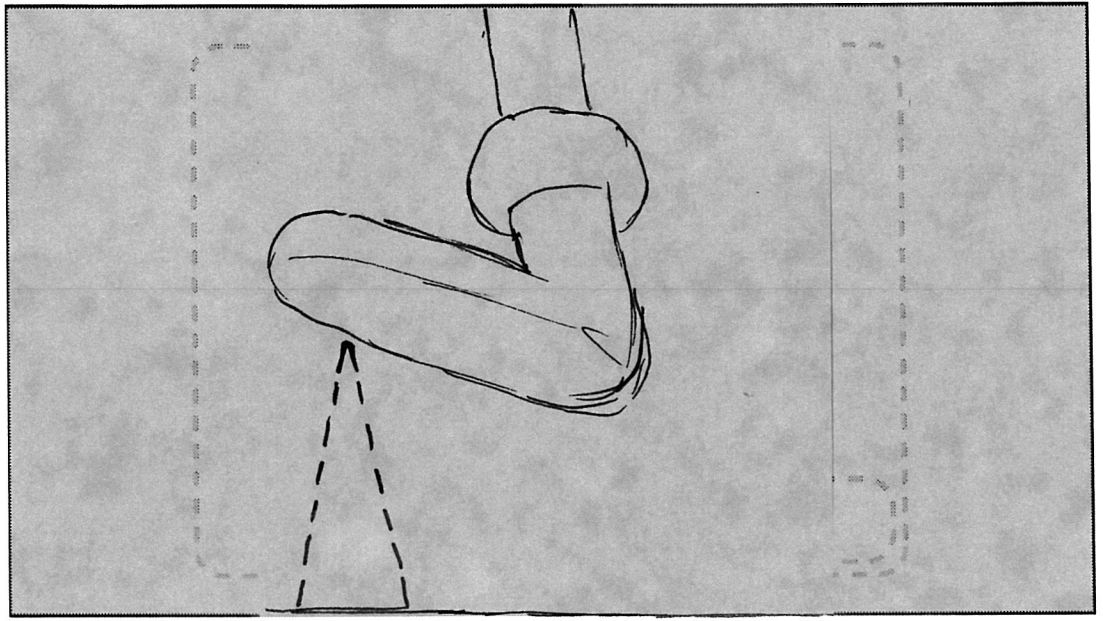


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Sc. 63 Pnl. D Bg. day night



Sc. 63 Pnl. E Bg. day night



Dialog:		(SFX) = TOINK TOINK =	
Action: -Finn taps his foot twice gently on the invisible spike.			
Timing: (A) (B) (A) (B)			
		- imaginary spike fades into dotted-line visibility	

EPISODE # 1034-227

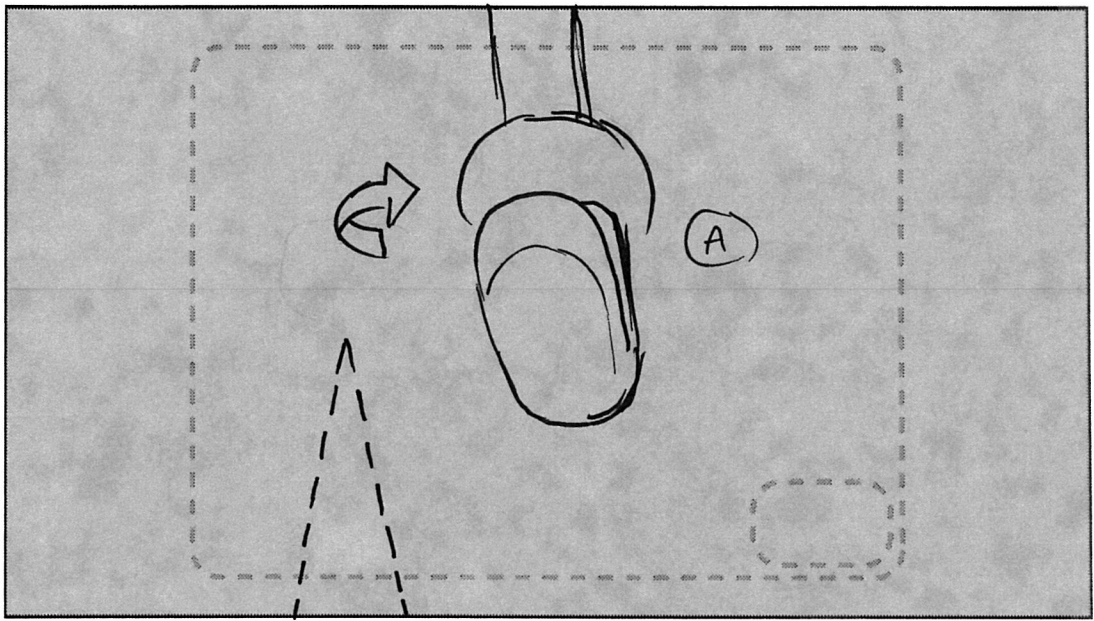
Production :

ADVENTURE TIME

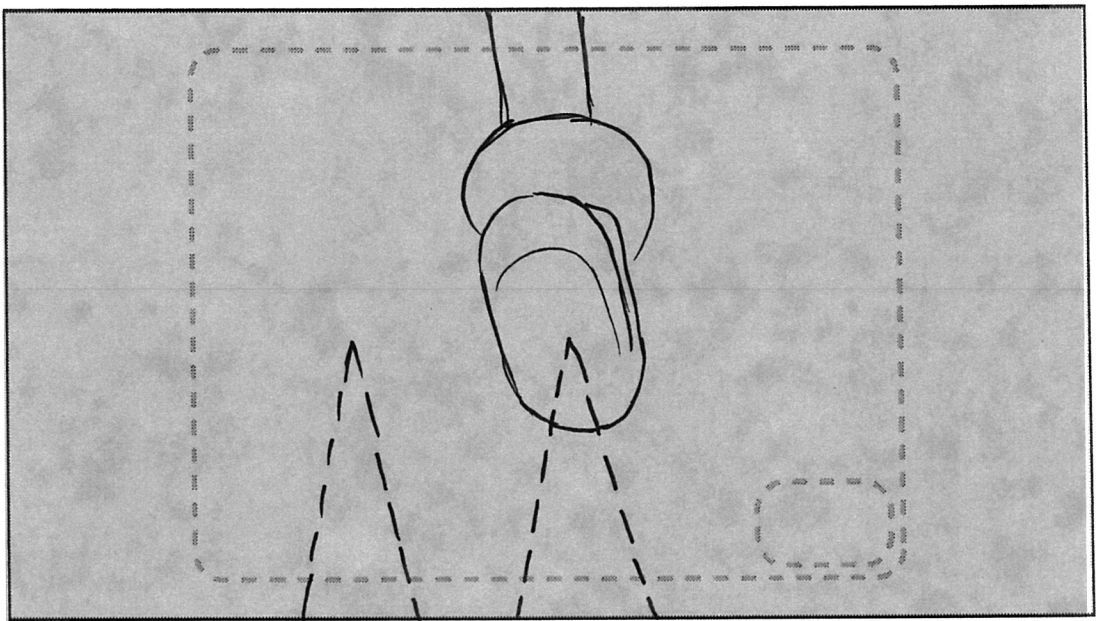


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Sc. 63 Pnl. F Bg. day night



Sc. 63 Pnl. G Bg. day night



Dialog:

(SFX): TOINK TOINK

Action:

(A) (B) (A) (B)

- Finn taps invisible spike

Timing:



EPISODE # 1034-227

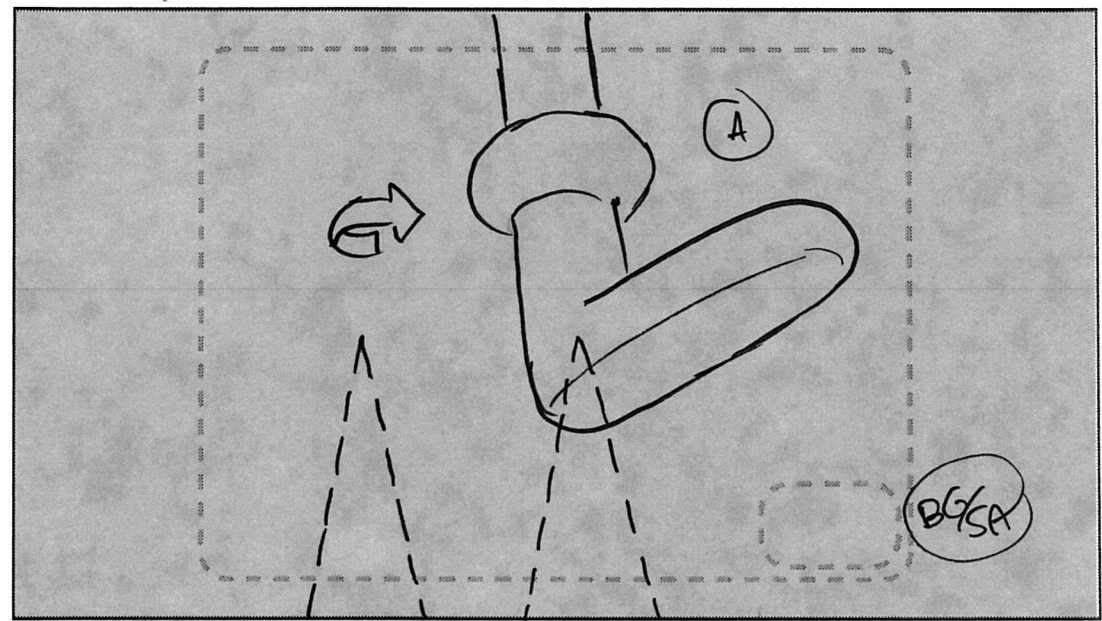
Production :

ADVENTURE TIME

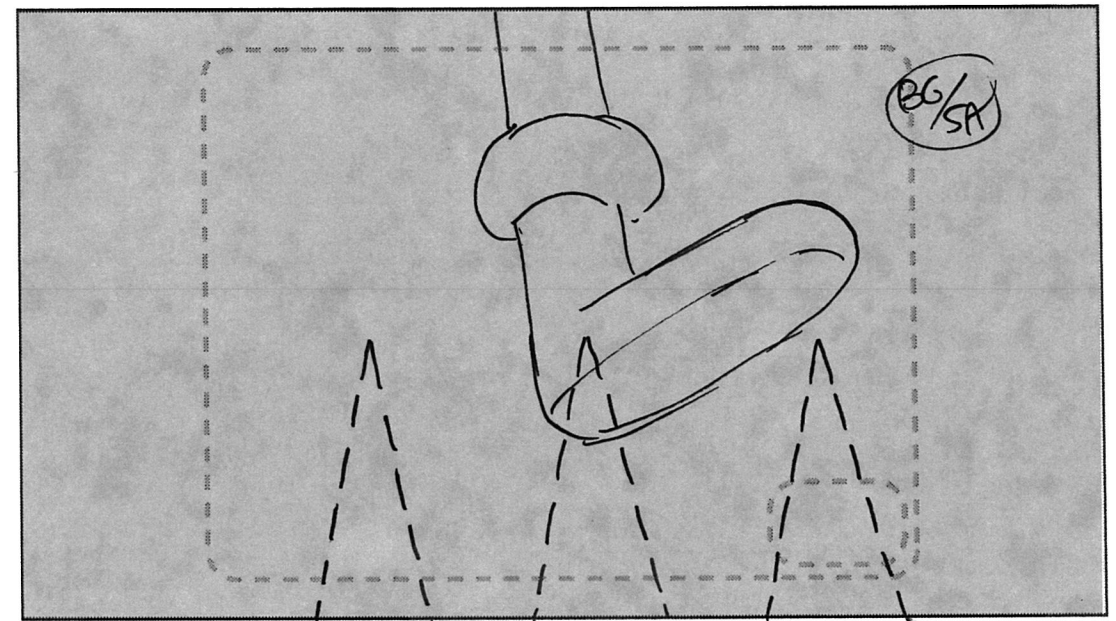


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Sc. 63 Pnl. H Bg. day night



Sc. 63 Pnl. I Bg. day night



Dialog:	
Action:	
Timing:	

(SFX): TOINK TOINK ~

Action: (A) (B) (A) (B)
- Finn taps invisible spike.

EPISODE # 1034-227

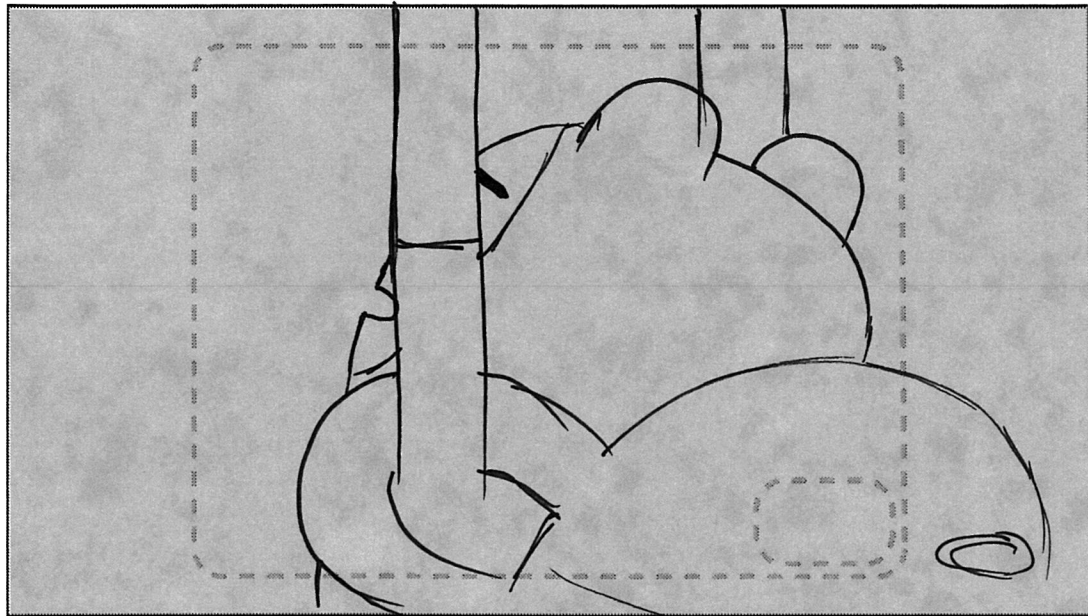
Production :

ADVENTURE TIME

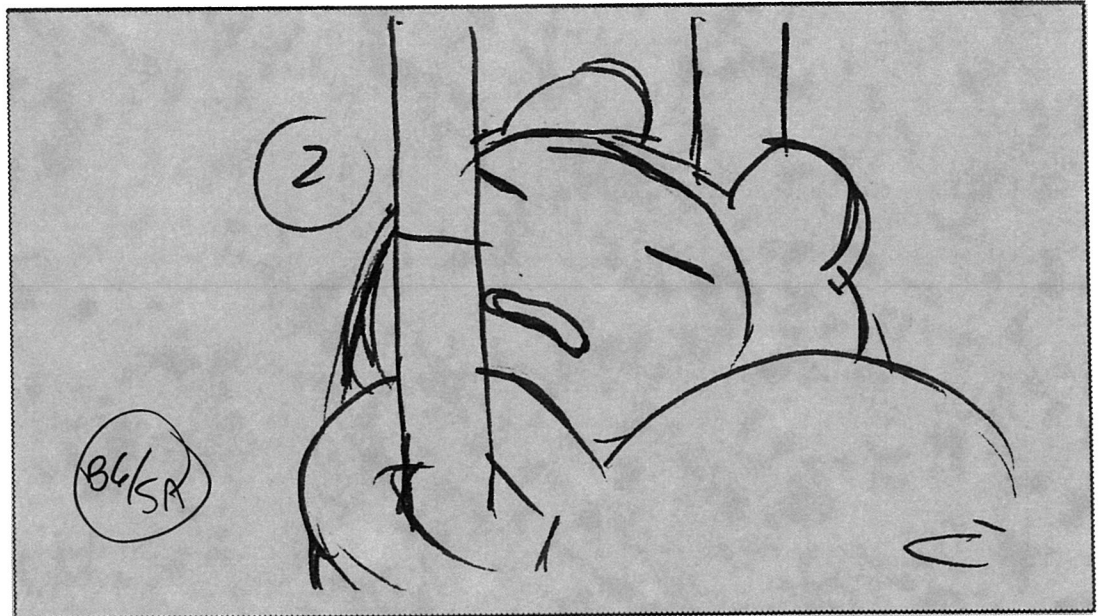


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Sc. 64 Pnl. A Bg. day night



Sc. 64 Pnl. B Bg. day night



Dialog:

(F:) Spike trap...

(F:) Better head back & regroup.

Action:

Timing:

1034-227

EPISODE #

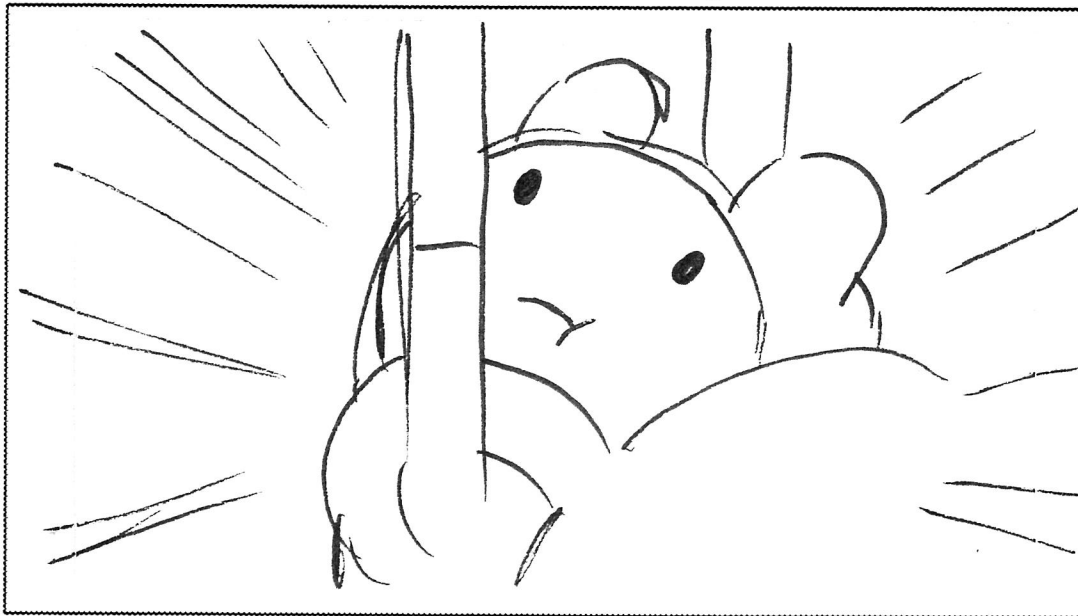
Production :

ADVENTURE TIME

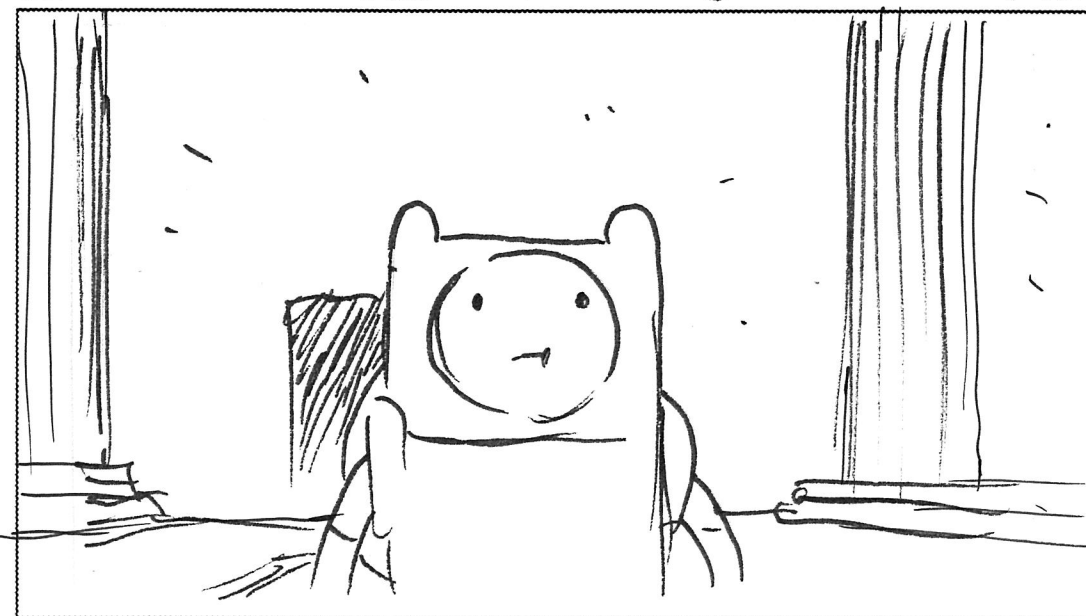


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Sc. 64 Pnl. C Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:

Action:

- In a flash, Finn is transported back to the vault door.

Timing:

(F) ⁽²⁾ Fiendish.



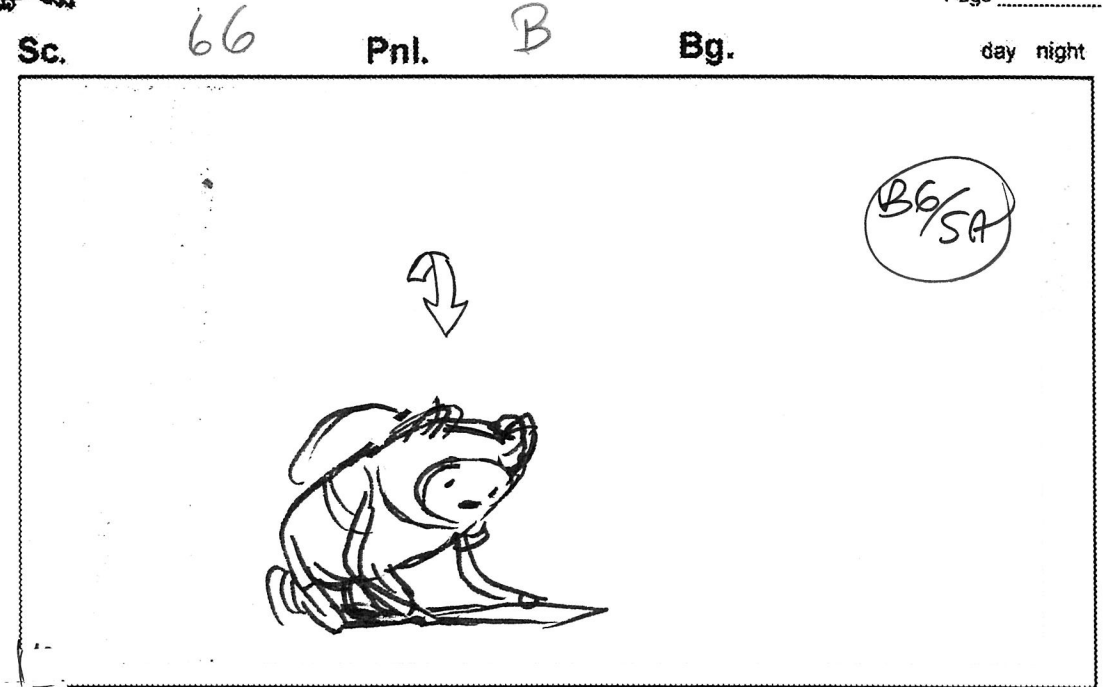
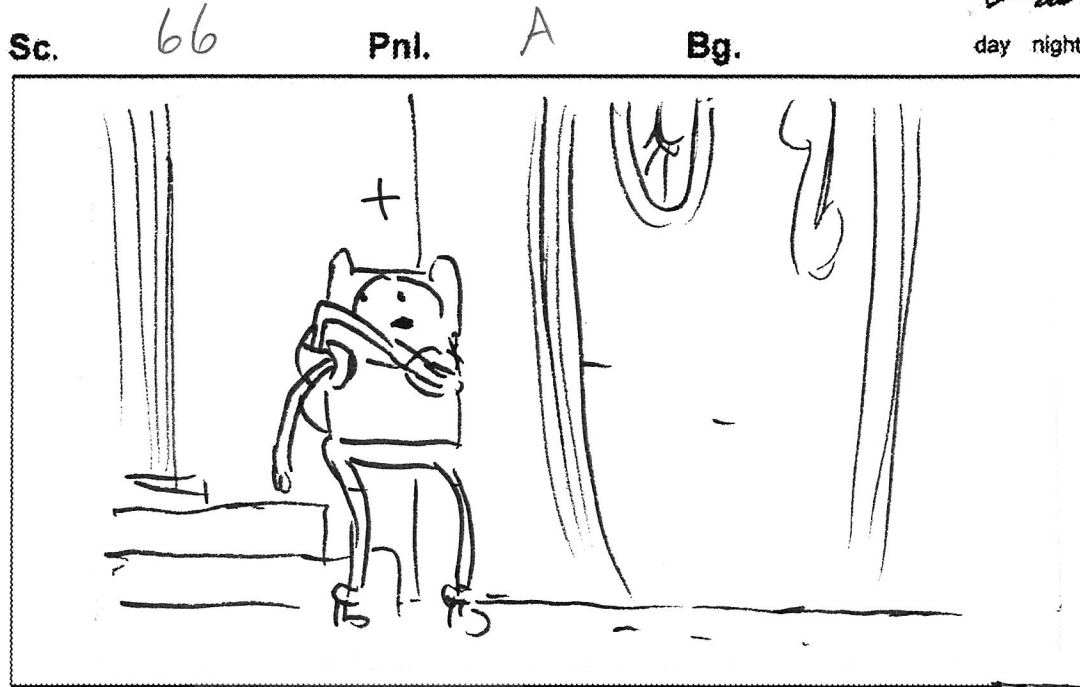
EPISODE # 1034-227

Production :

ADVENTURE TIME



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<p>Dialog</p> <p>Timin</p>	<p>(F:) Anyway.. don't let's do that again.</p> <hr/> <p>- Finn reaches in his backpack and pulls out his map, then crouches down to examine it.</p>
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EPISODE # 1034-227

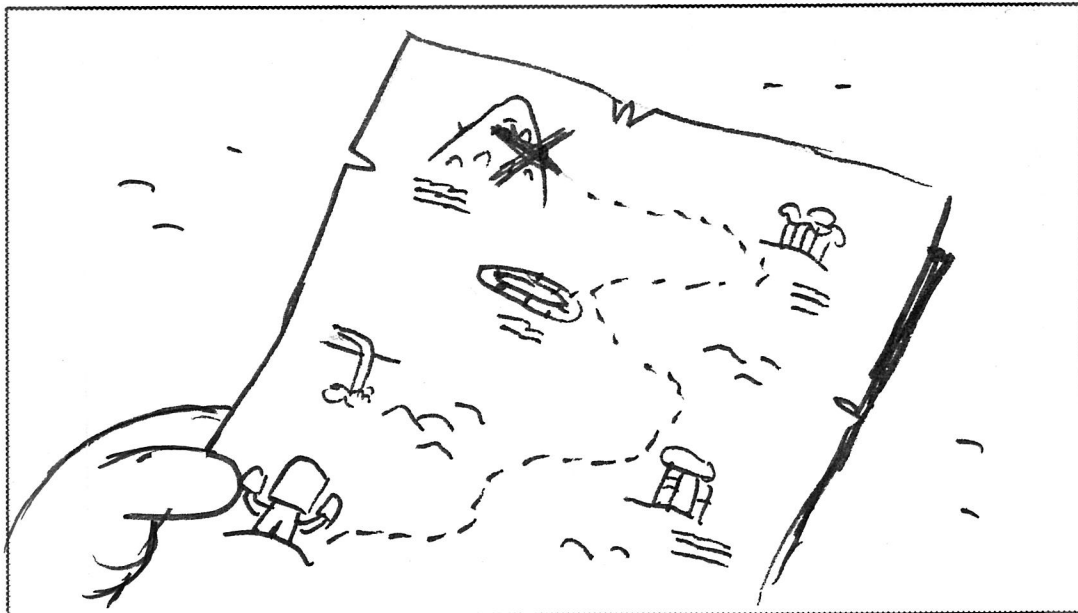
Production :

ADVENTURE TIME

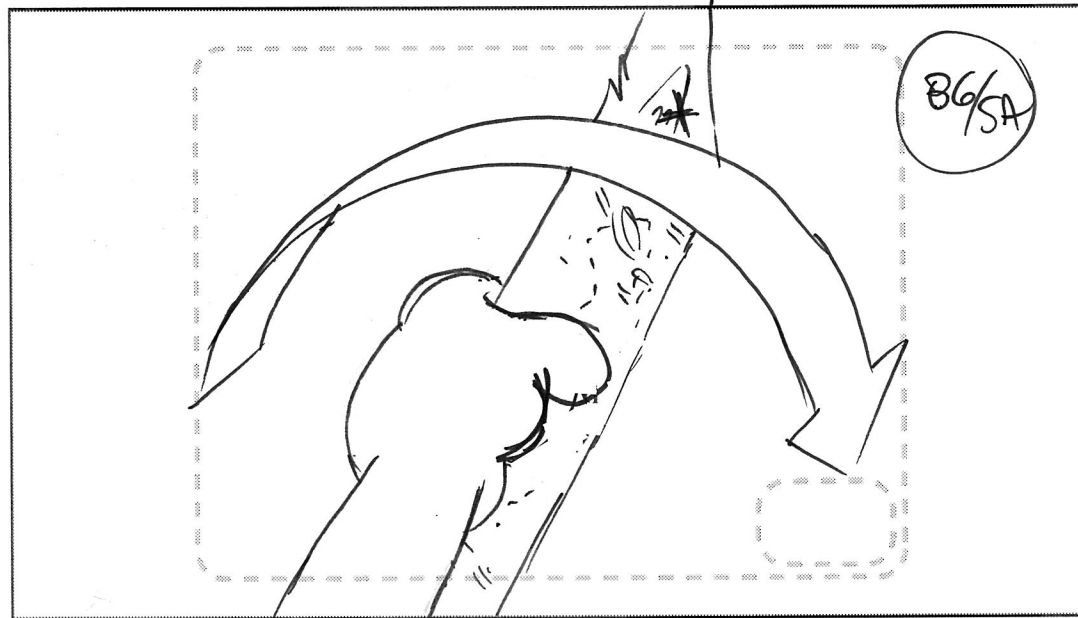


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Sc. 67 Pnl. A Bg. day night



Sc. 67 Pnl. B Bg. day night



Dialog:	
Action:	- Finn flips the map over.
Timing:	

1034-227

EPISODE #

Production :

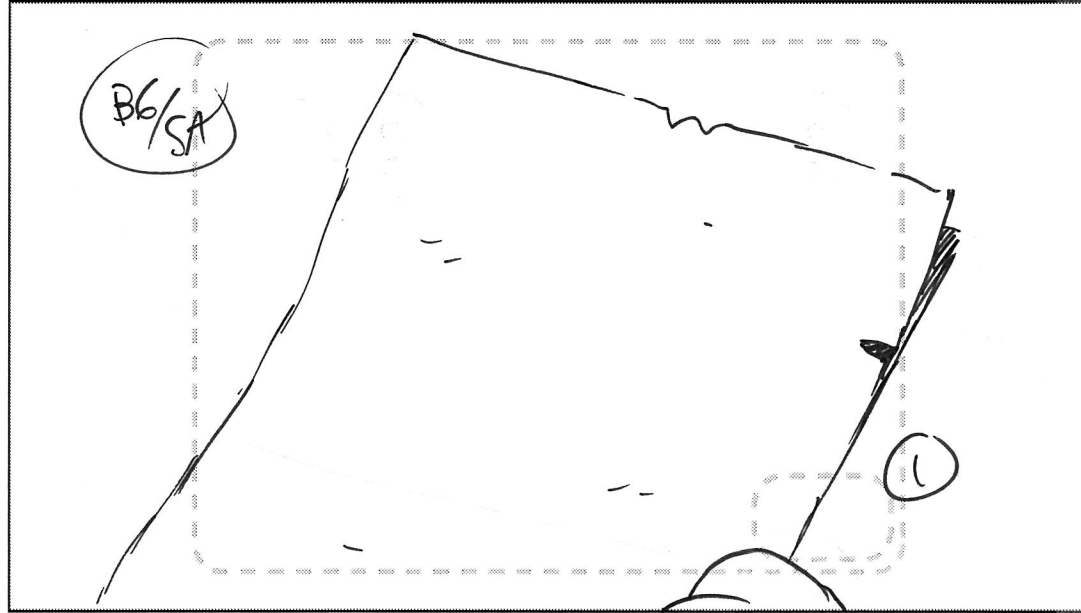
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ADVENTURE TIME

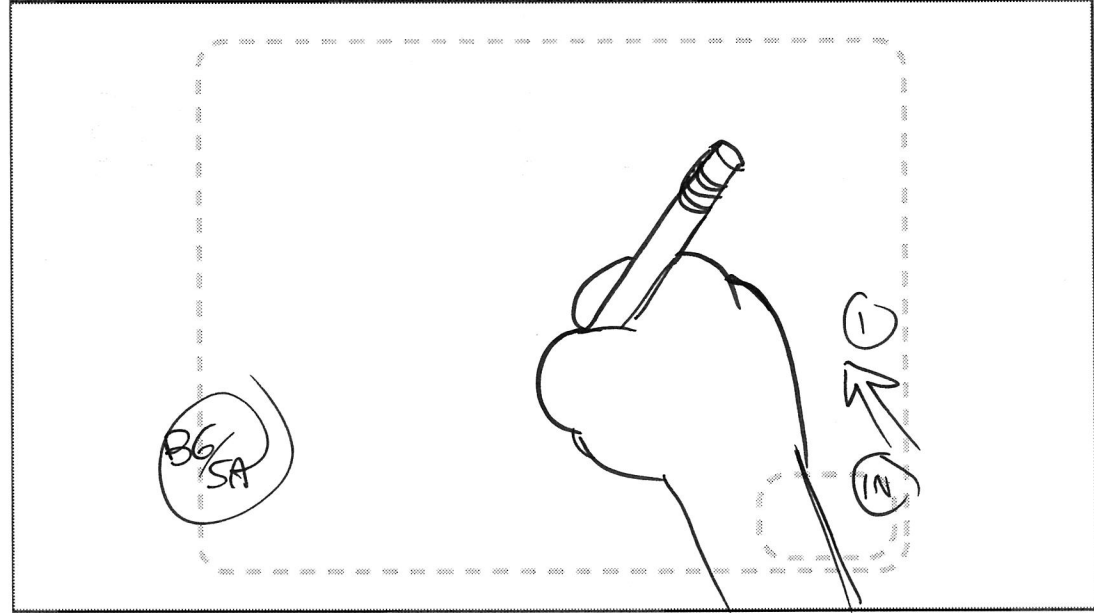


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Sc. 67 Pnl. C Bg. day night



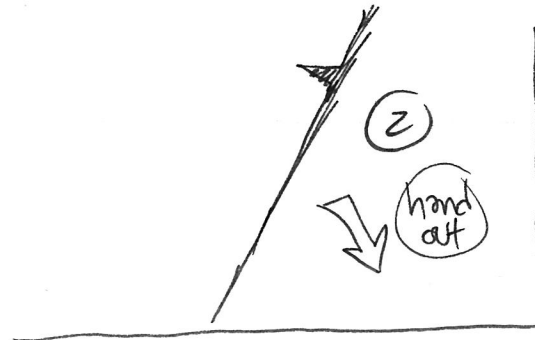
Sc. 67 Pnl. D Bg. day night



Dialog:

Action:

Timing:



- Finn draws a map of the maze.



EPISODE #
1034-227

Production :

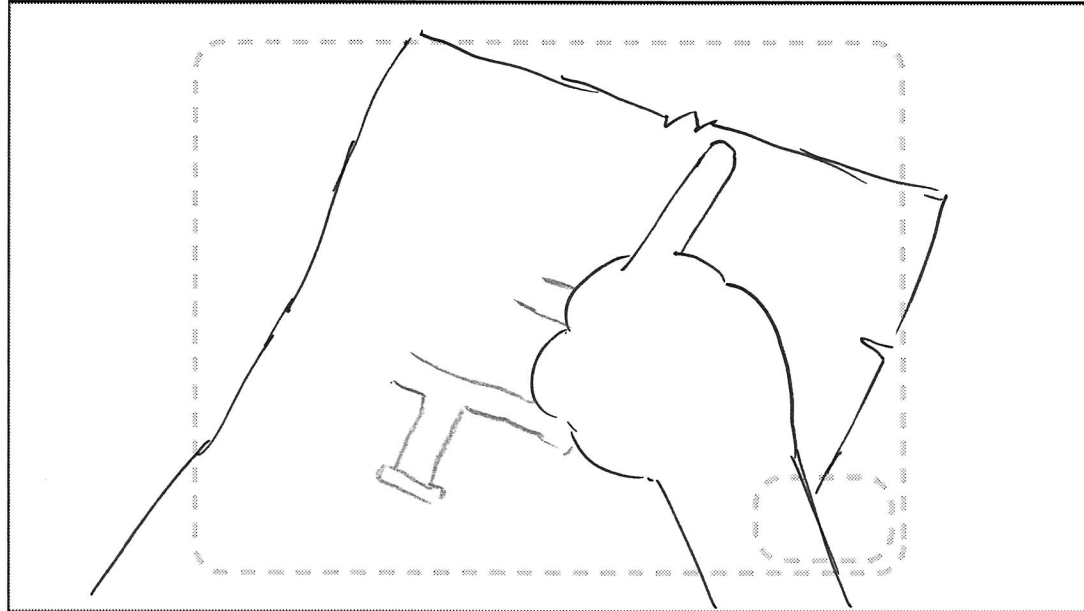
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ADVENTURE TIME

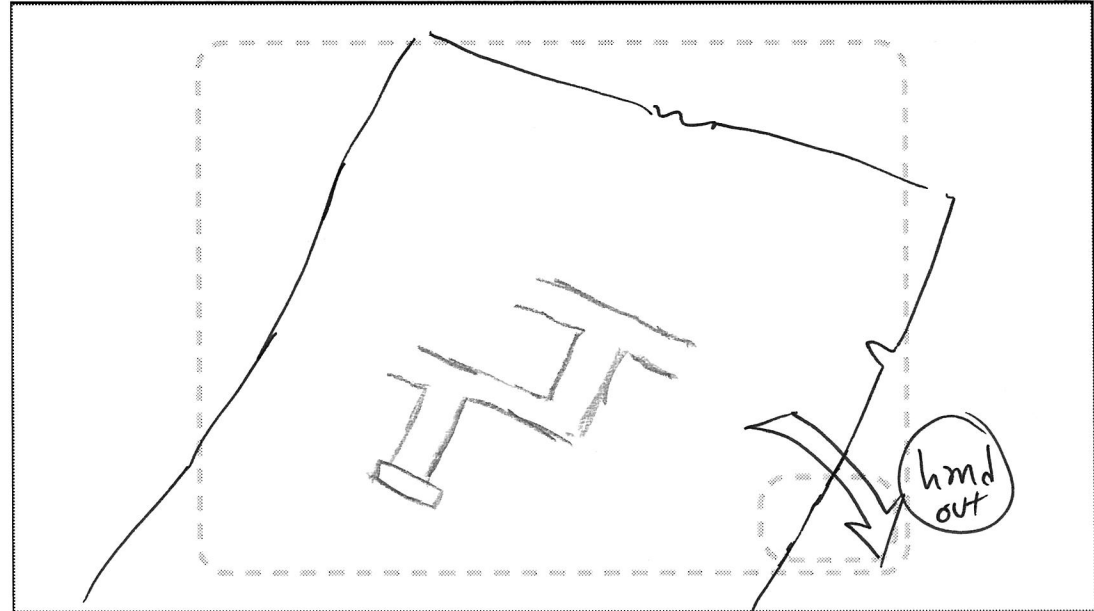


Page 86

Sc. 67 Pnl. E Bg. day night



Sc. 67 Pnl. F Bg. day night



Dialog:

Action:

Timing:

1034-227

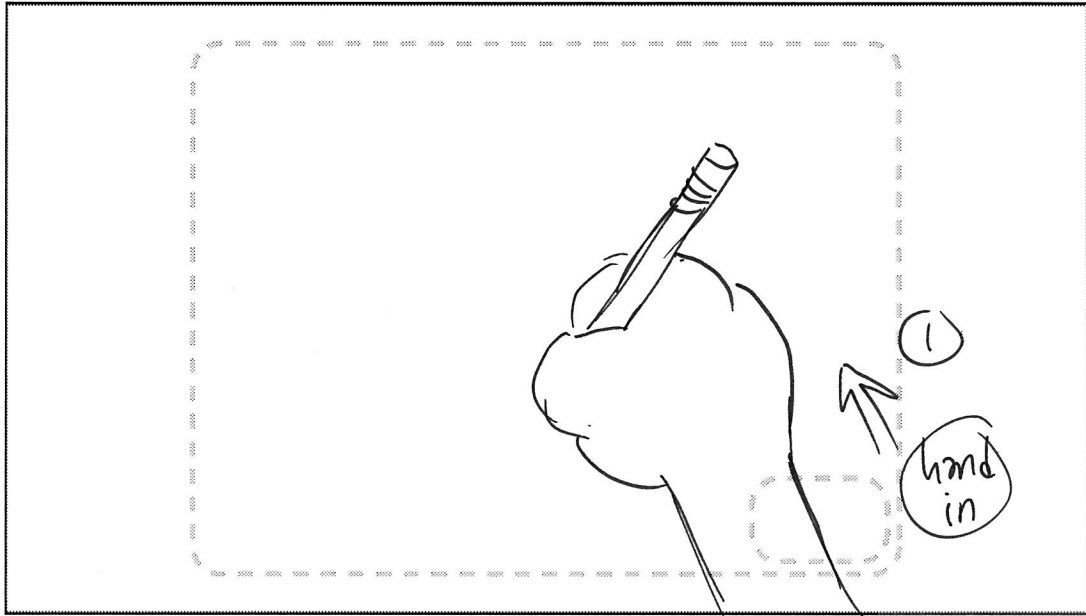
EPISODE #

Production :

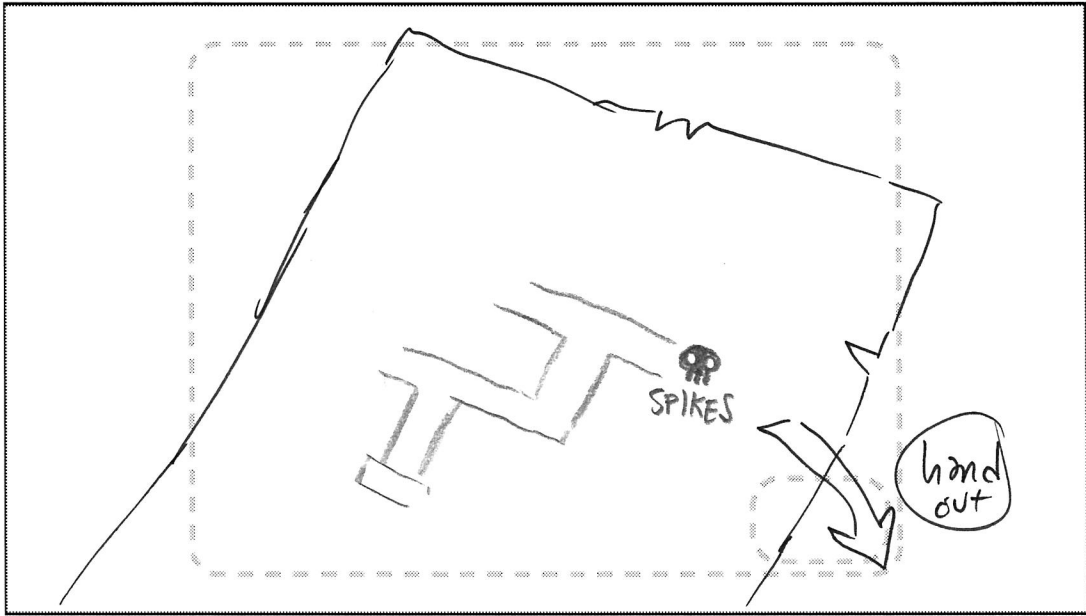
ADVENTURE TIME



Sc. 67 Pnl. G Bg. day night



Sc. 67 Pnl. H Bg. day night



Dialog:	
Action: - Finn adds the location of the spike trap to his new map.	
Timing:	

EPISODE # 1034-227

Production :

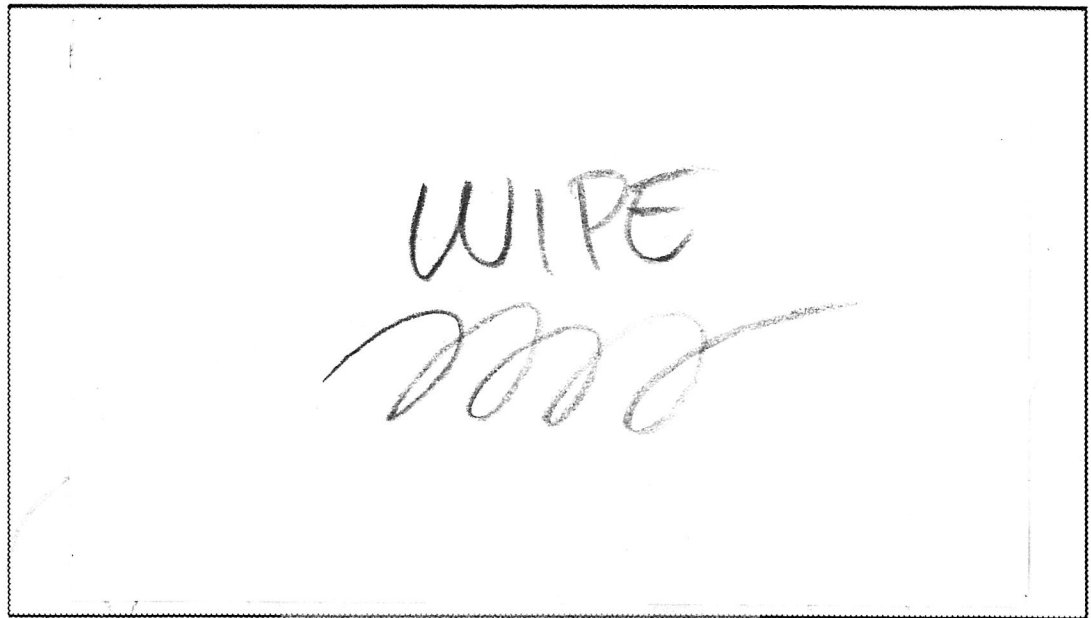
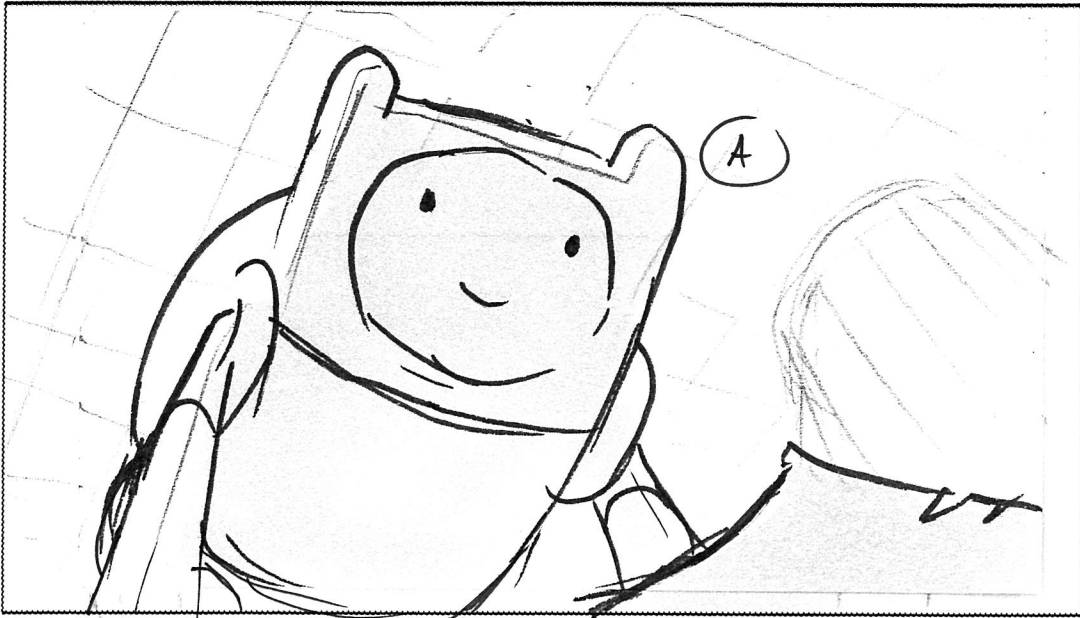
ADVENTURE TIME

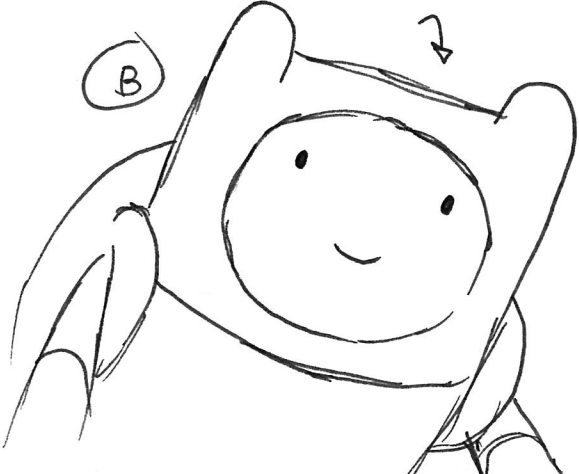


88

Page ...

Sc. 68 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:			
Action:		ABABA Finn nods twice quickly	
Timing:			

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EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 89

Sc.

69

Pnl.

A

Bg.

day night

Sc.

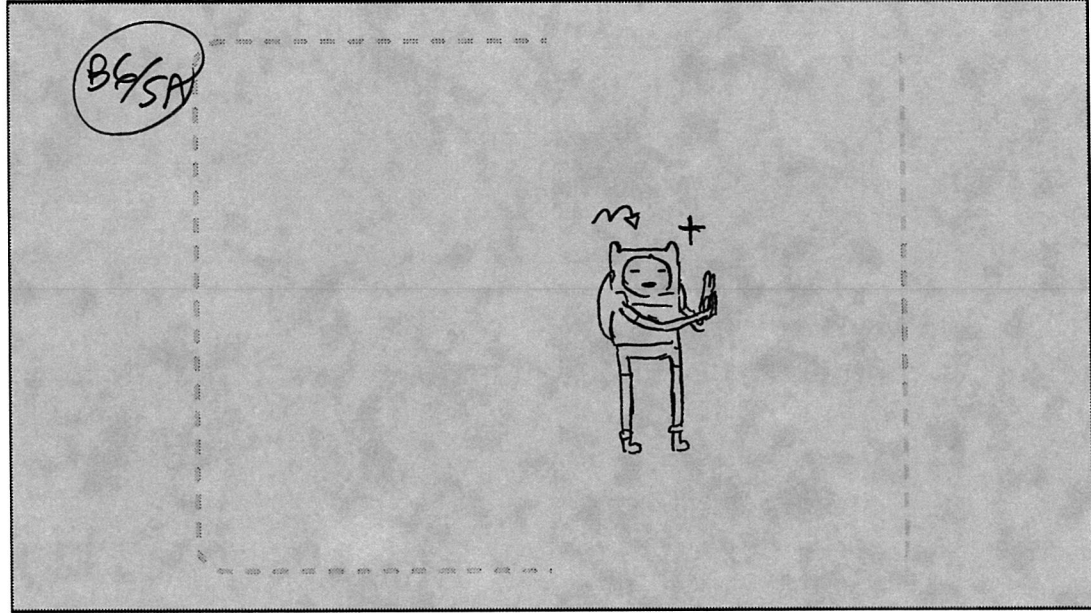
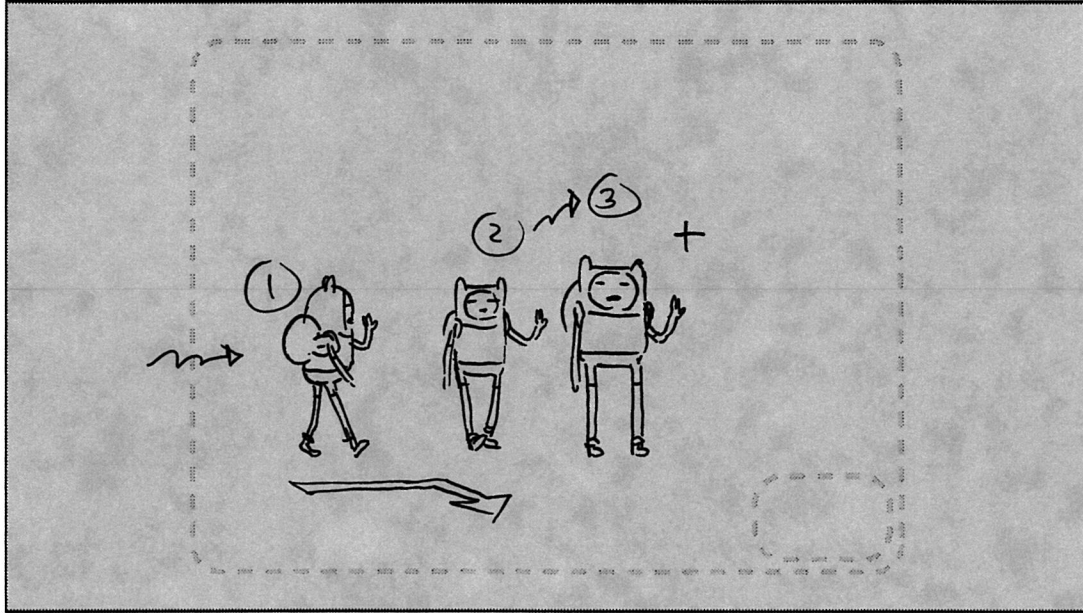
69

Pnl.

B

Bg.

day night



Dialog: (F) ... and right..
(remem-bering) (2) then straight... and..
(3) hey now..

(F) Hold the phone..

Action: - Finn feels along the wall as he walks.

- Finn stops and investigates a confusing spot on the wall.

Timing:

EPISODE #

1034-227

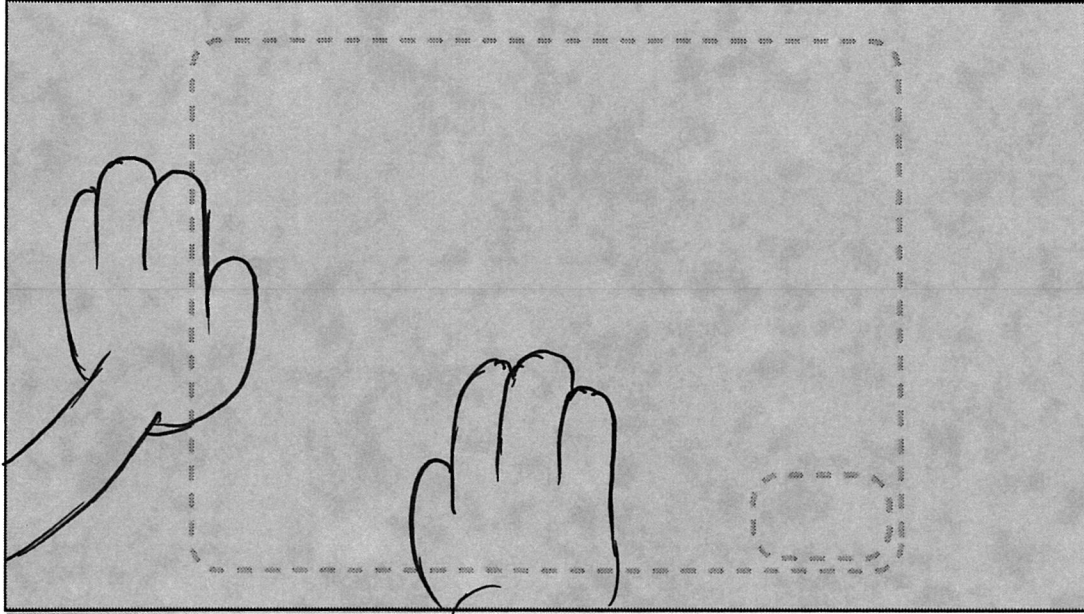
Production :

ADVENTURE TIME

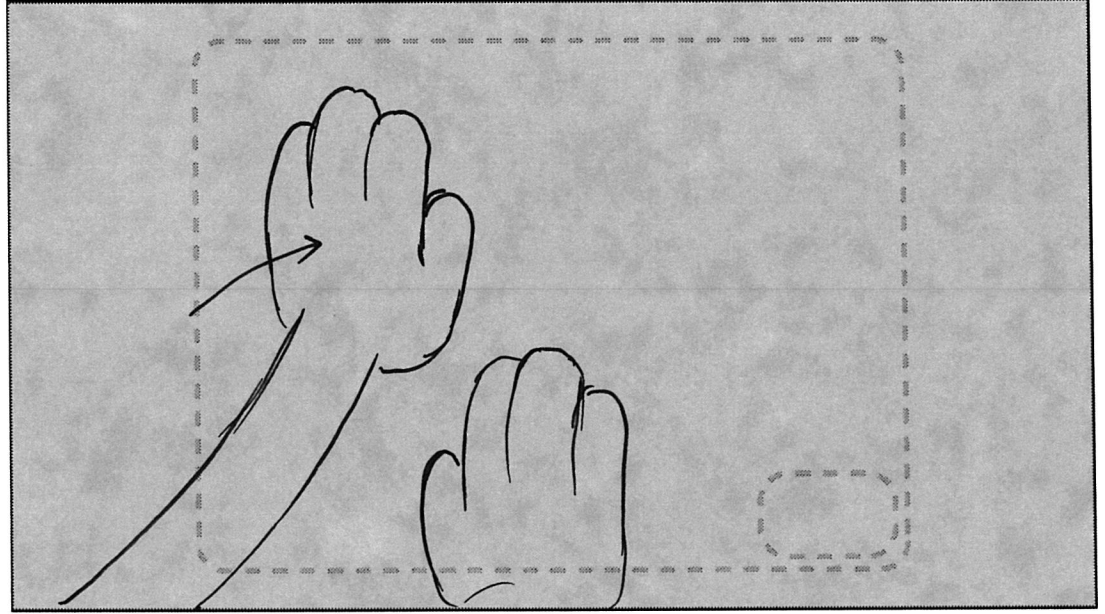


Page 90

Sc. 70 Pnl. A Bg. day night



Sc. 70 Pnl. B Bg. day night



Dialog:

(F:OS) There should be a left turn here...

Action:

- Finn feels around for a missing door.

Timing:

1034-227

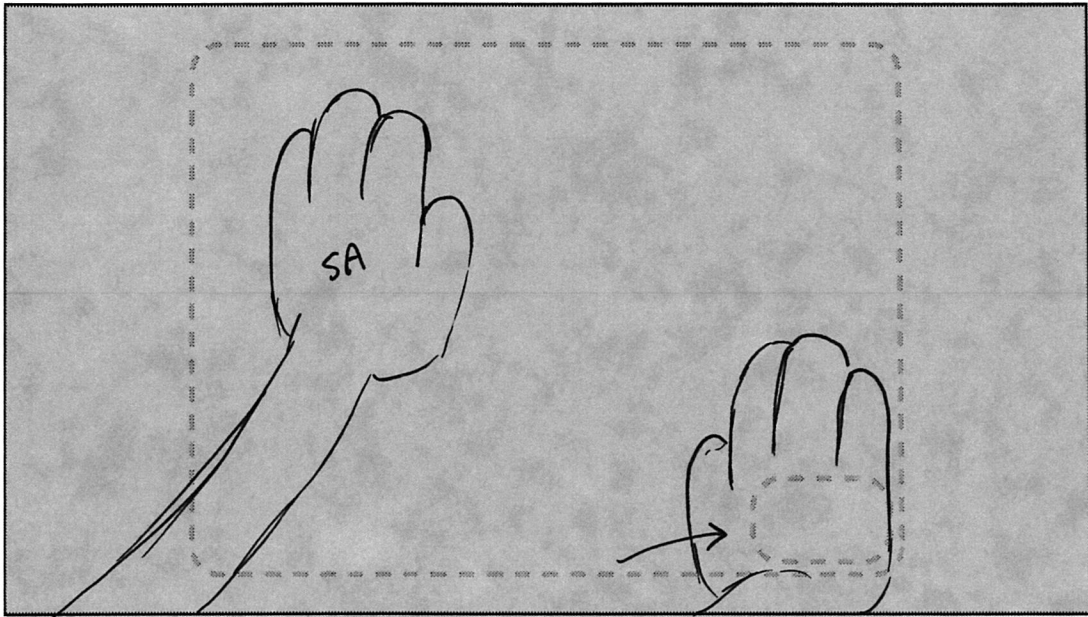
EPISODE #

Production :

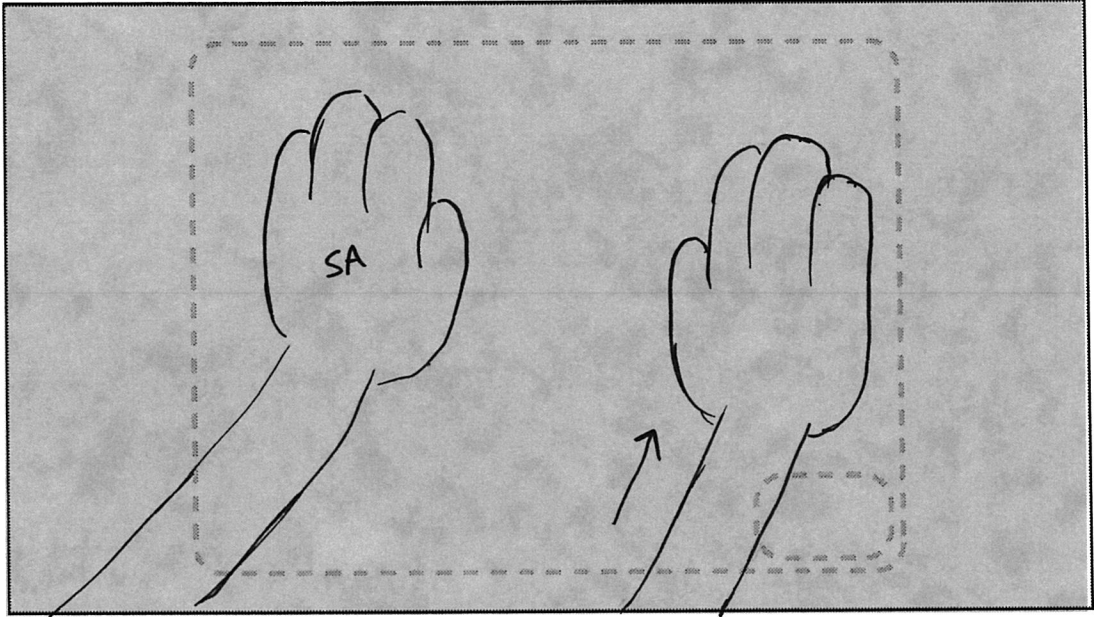
ADVENTURE TIME



Sc. 70 Pnl. C Bg. day night



Sc. 70 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1034-227

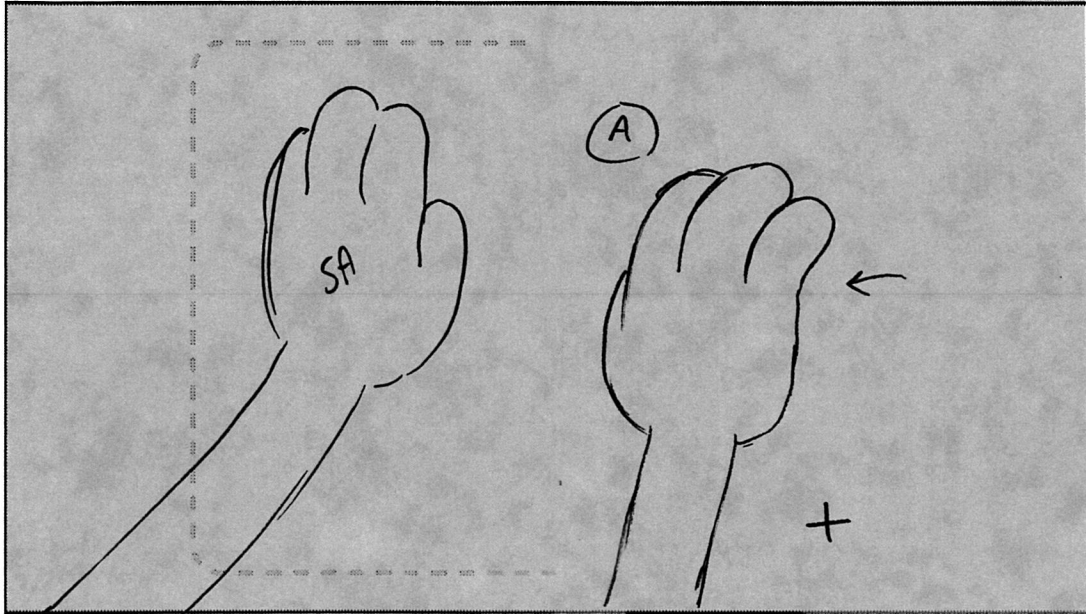
Production :

ADVENTURE TIME

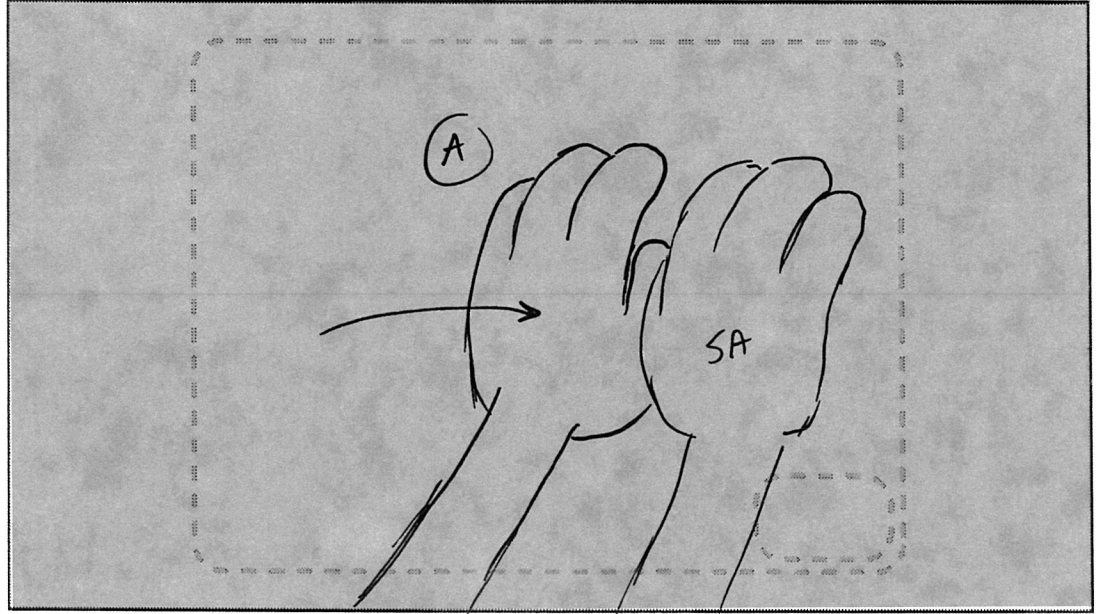


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Sc. 70 Pnl. E Bg. day night



Sc. 70 Pnl. F Bg. day night



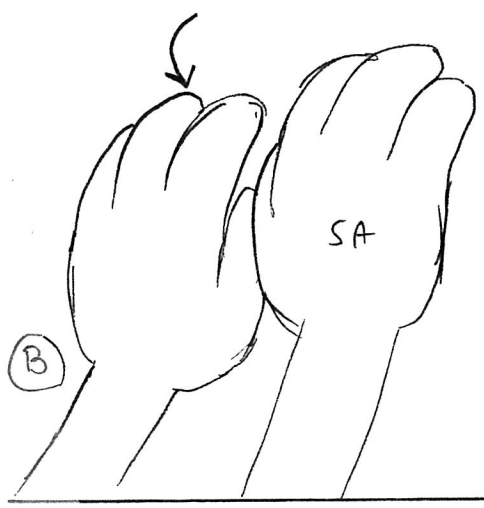
Dialog: SFX: Tap Tap =

Action: (A) (B) (A) (B)
- Finn feels something interesting.

Timing:



-Finn lifts hand slightly when moving it to position (B)

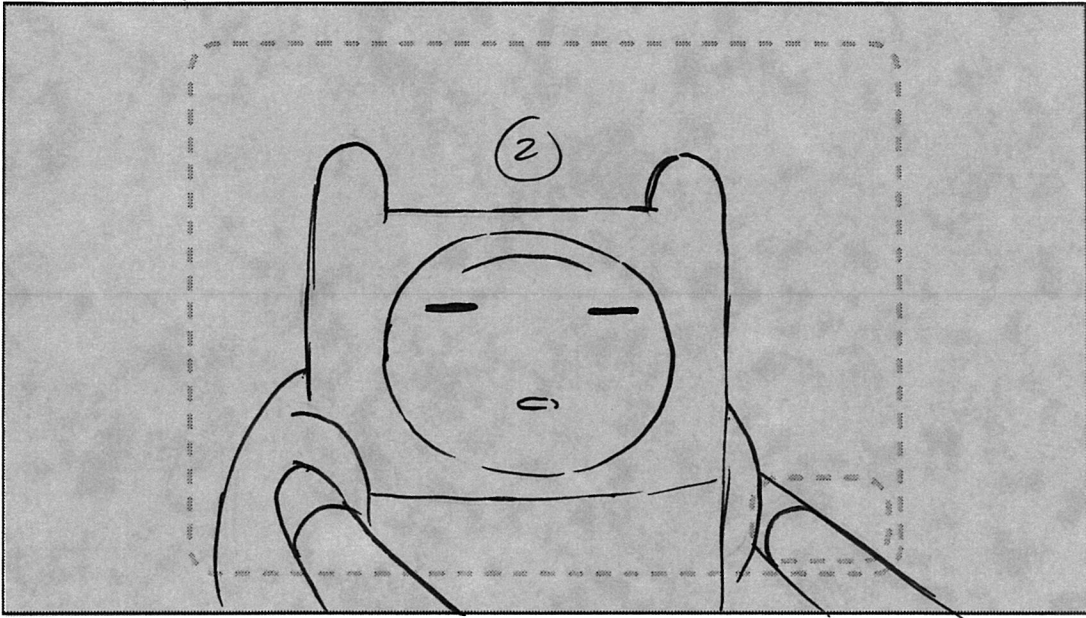


EPISODE # 1034-227
Production :

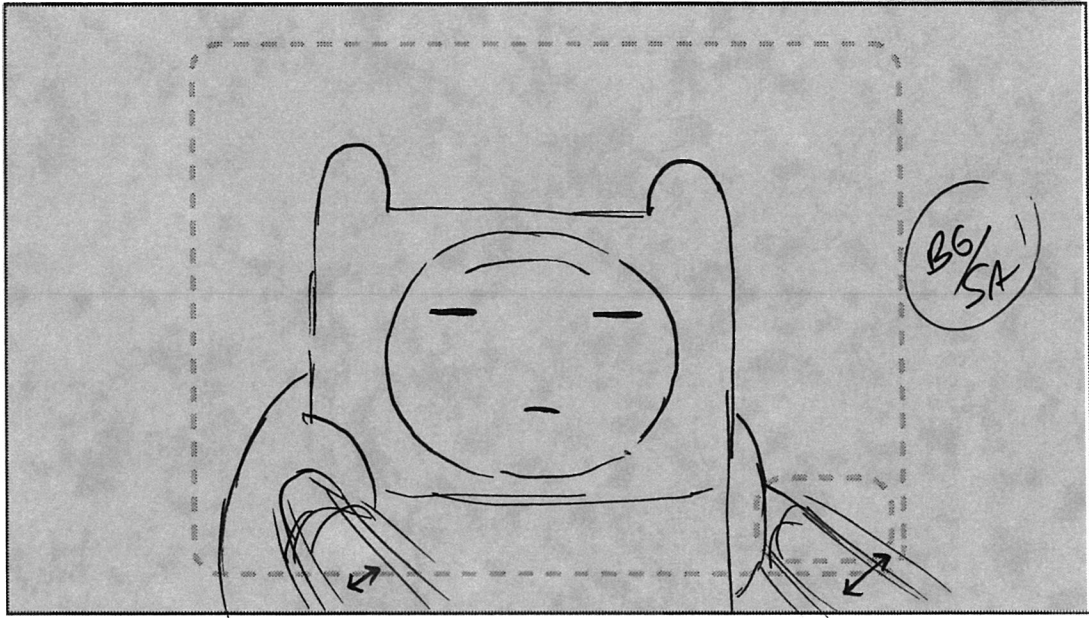
ADVENTURE TIME



Sc. 71 Pnl. A Bg. day night



Sc. 71 Pnl. B Bg. day night



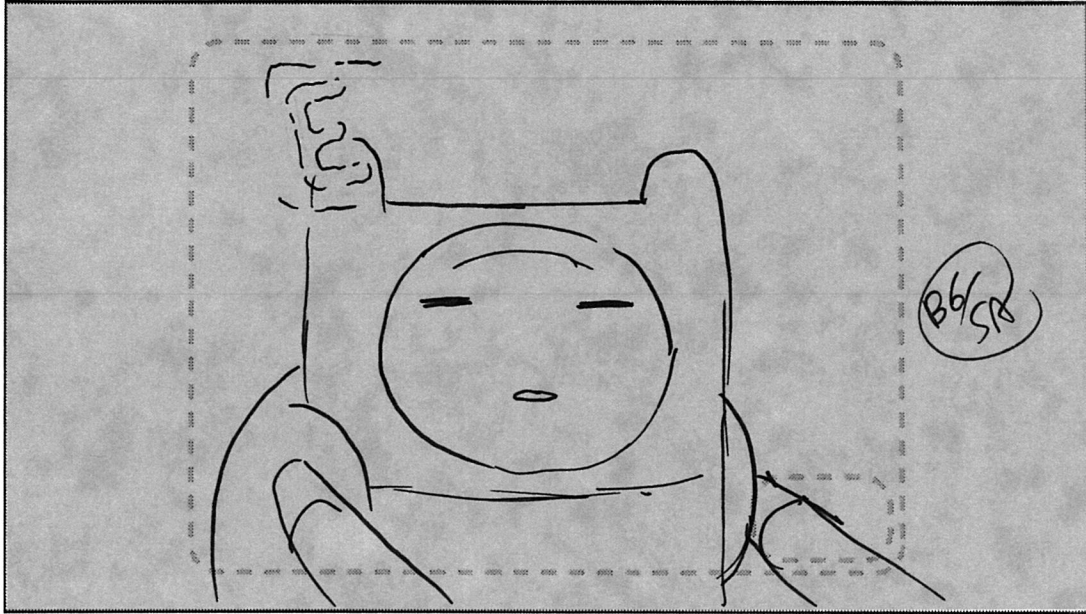
Dialog:	(FINN:) letters?		
Action:			- Finn feels the invisible sign with his hands.
Timing:			

1034-227
EPISODE #
Production :

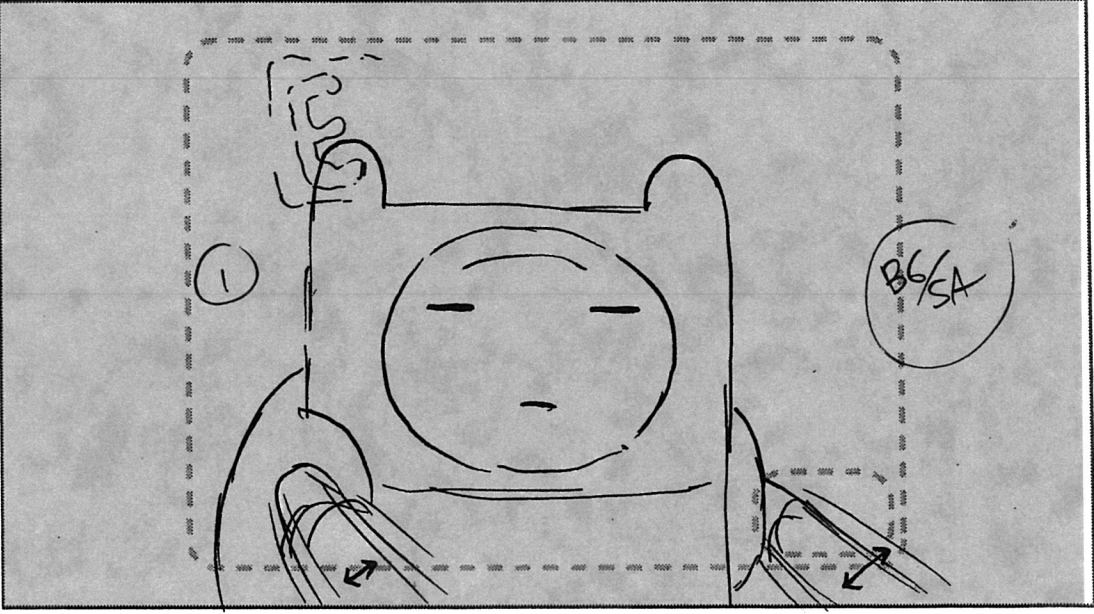
ADVENTURE TIME



Sc. 71 Pnl. C Bg. day night



Sc. 71 Pnl. D Bg. day night



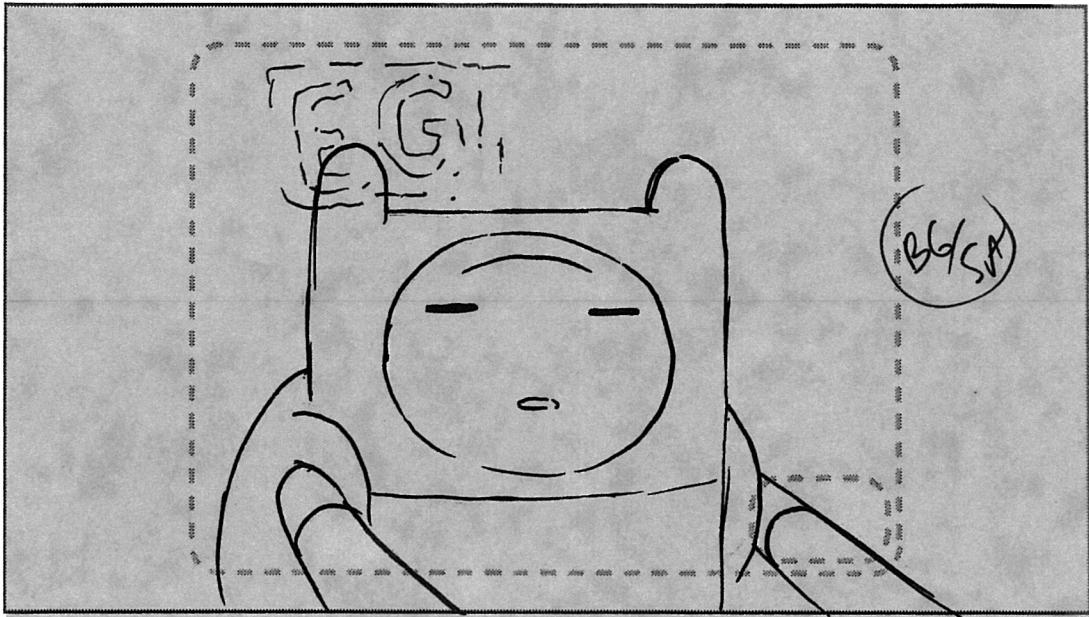
Dialog:	(F:) "E"
Action:	
Timing:	FGT (2)

1034-227
EPISODE #
Production :

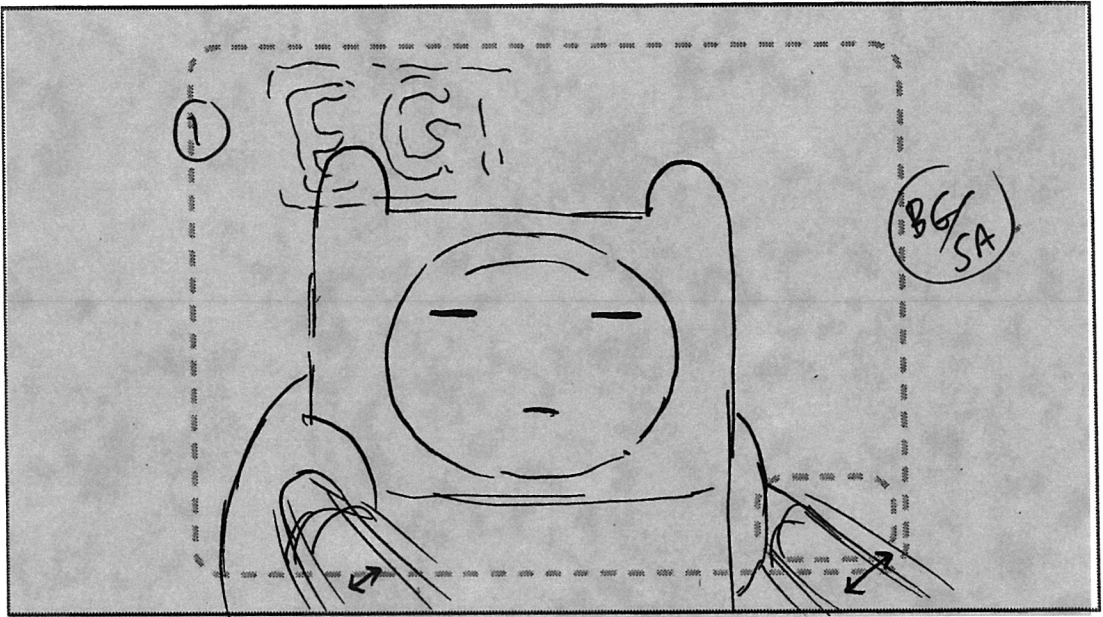
ADVENTURE TIME



Sc. 71 Pnl. E Bg. day night



Sc. 71 Pnl. F Bg. day night



Dialog:	(F-) "G"
Action:	(2) F.GRESS >
Timing:	

EPISODE # 1034-227
Production :

ADVENTURE TIME



Page 96

Sc.

71

Pnl.

G

Bg.

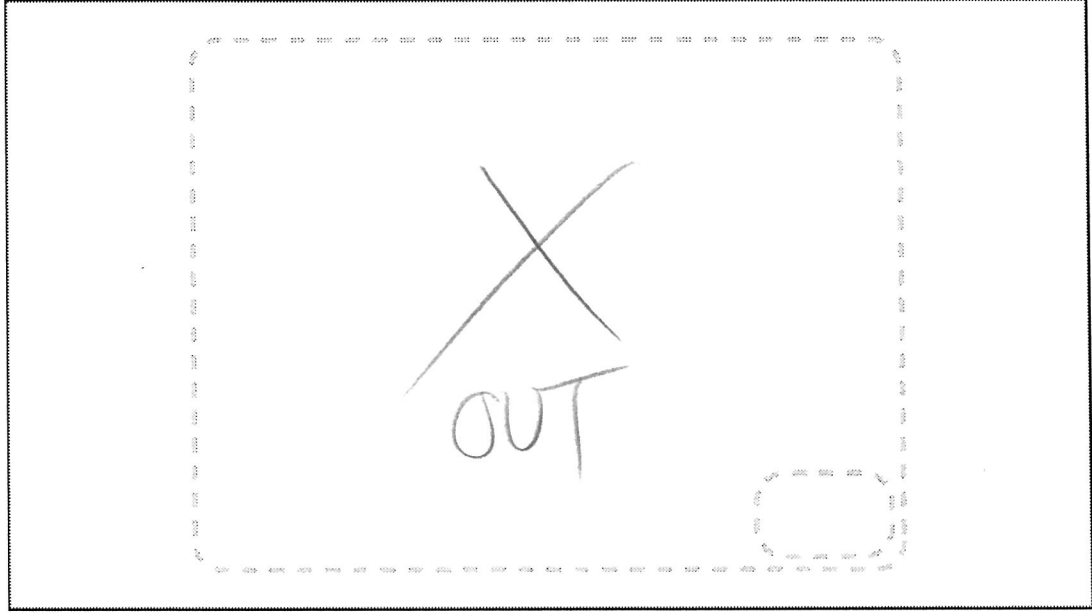
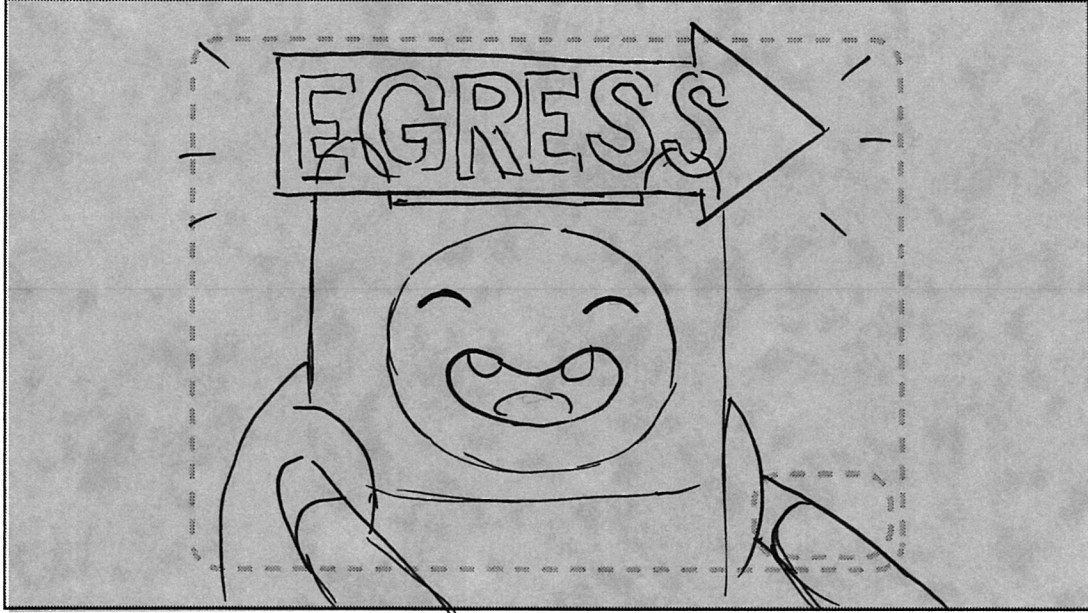
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) EGRESS!

Action:

Timing:

1034-227

EPISODE #

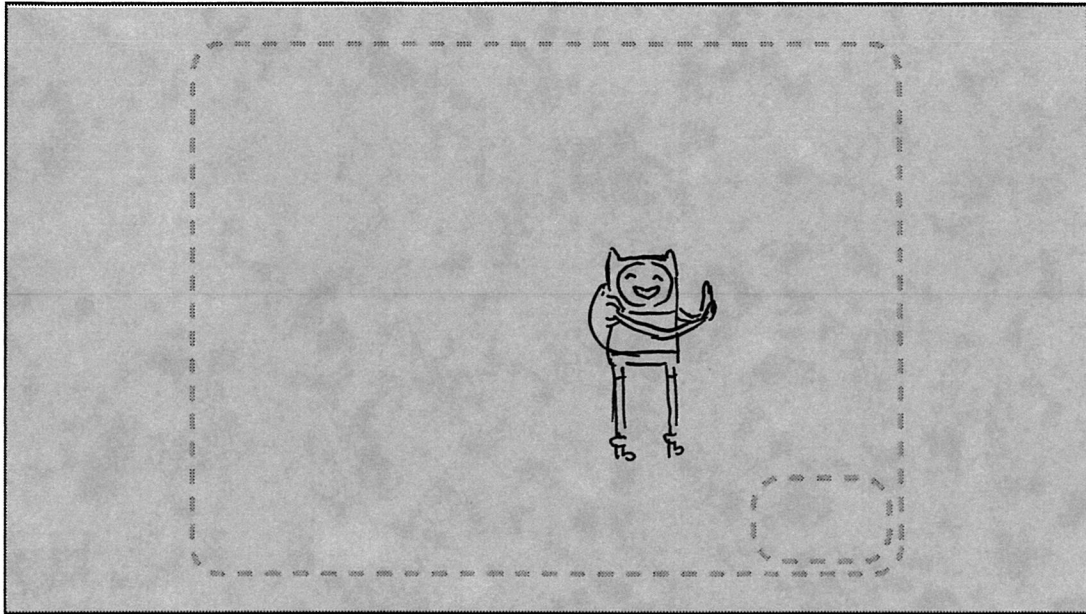
Production :

ADVENTURE TIME

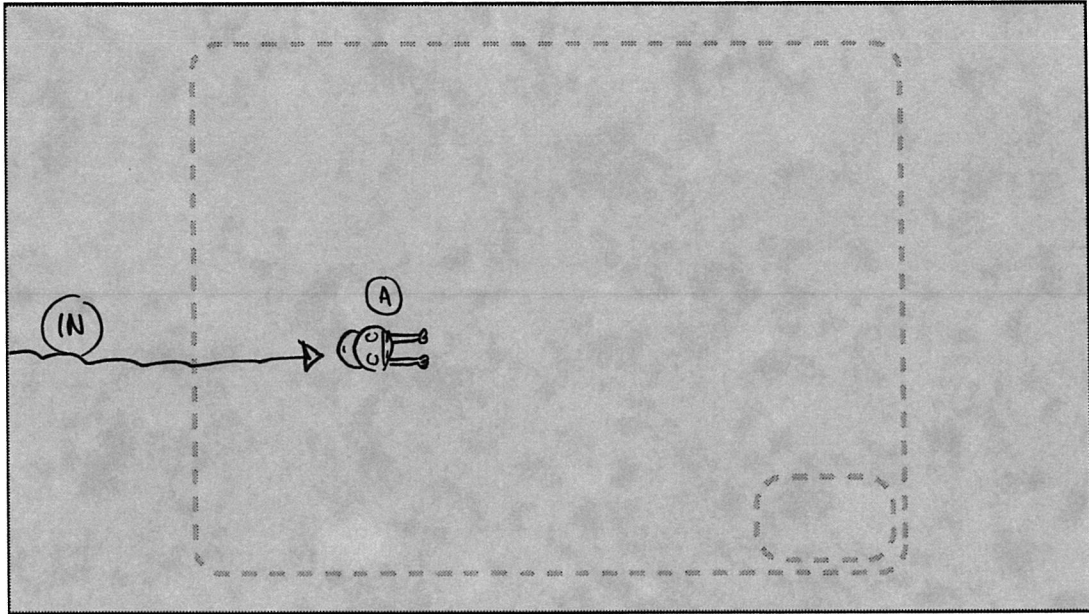


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Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:
(F:) ① it spells "egress"!
② Haha! This way!

Action: - Finn runs offscreen, excited.

Timing:

(F:) .. and here's another one!

Finn feels sign (A)(B)(A), then speaks

EPISODE #
1034-227

Production :

ADVENTURE TIME



Page 98

Sc.

73

Pnl.

B

Bg.

day night

Sc.

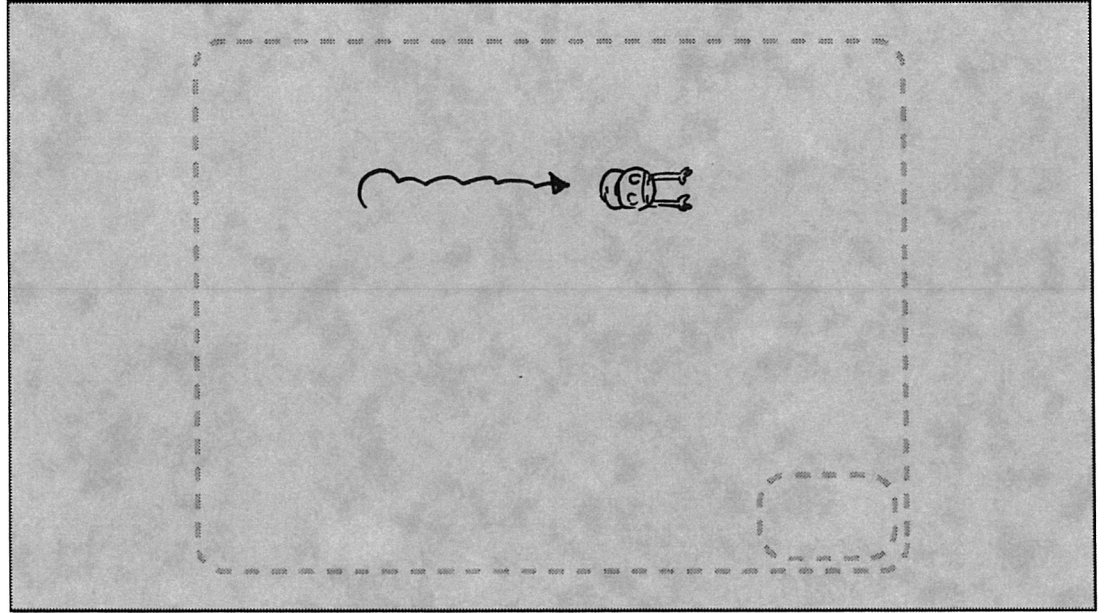
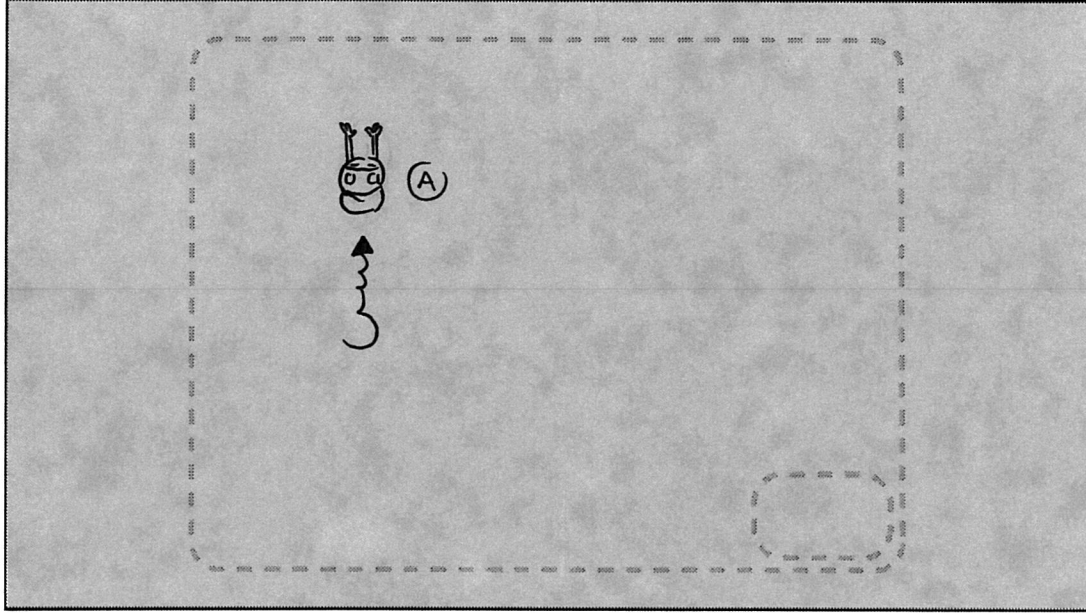
73

Pnl.

C

Bg.

day night



Dialog:

(F:) .. and another!

(F) → haha!

Action:



Timing:

(B)

1034-227

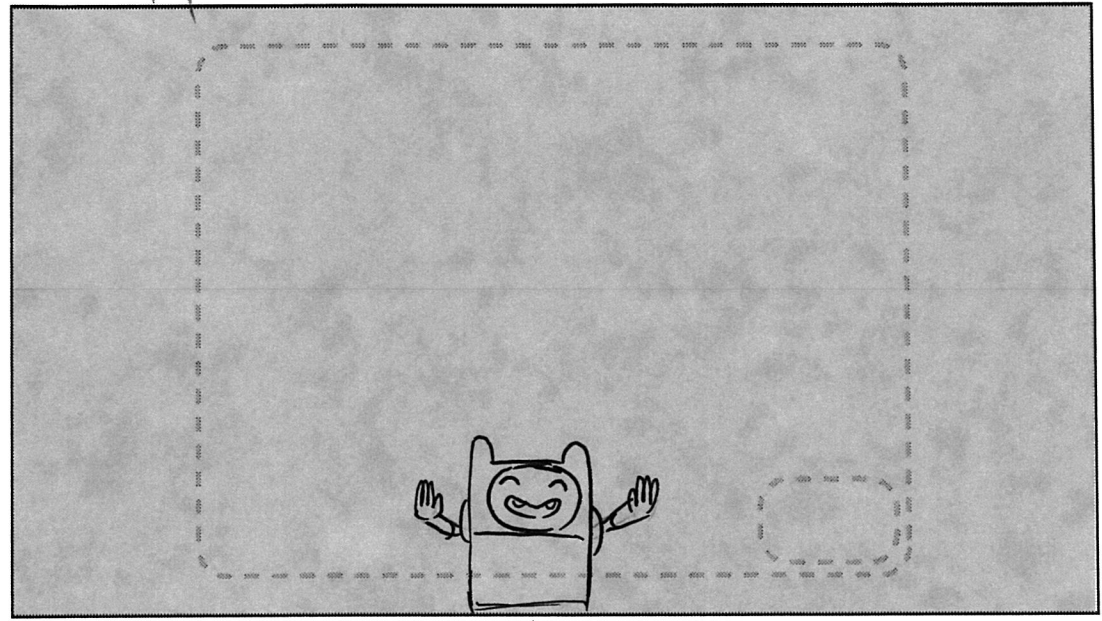
EPISODE #

Production :

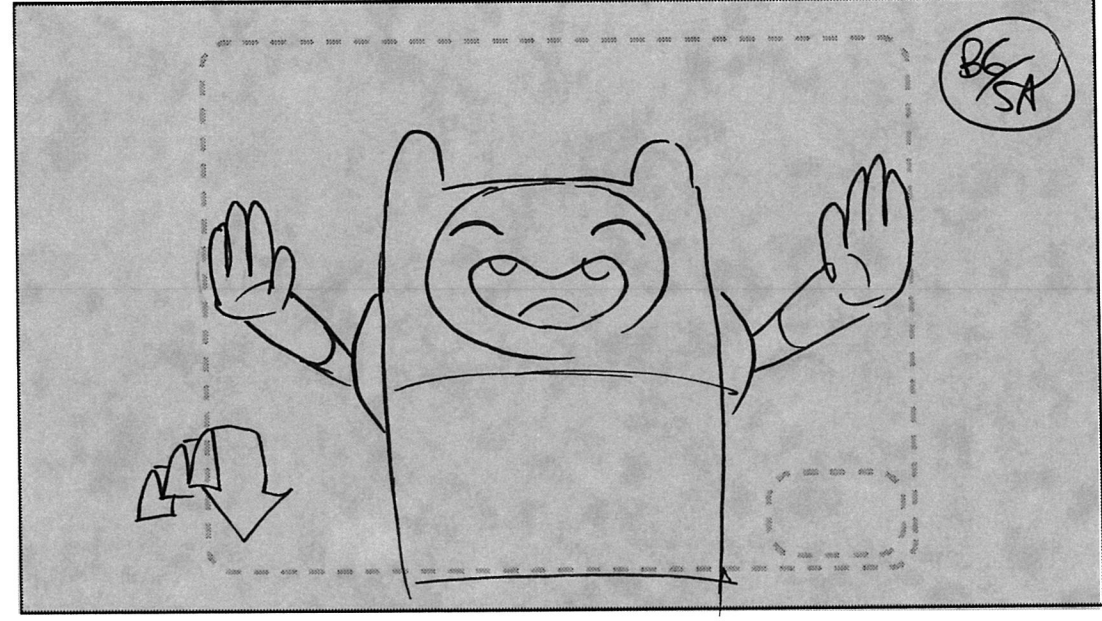
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 74 Pnl. B Bg. day night



Dialog:	(F:) AHAHAHAHAHAHA
Action:	
Timing:	

1034-227

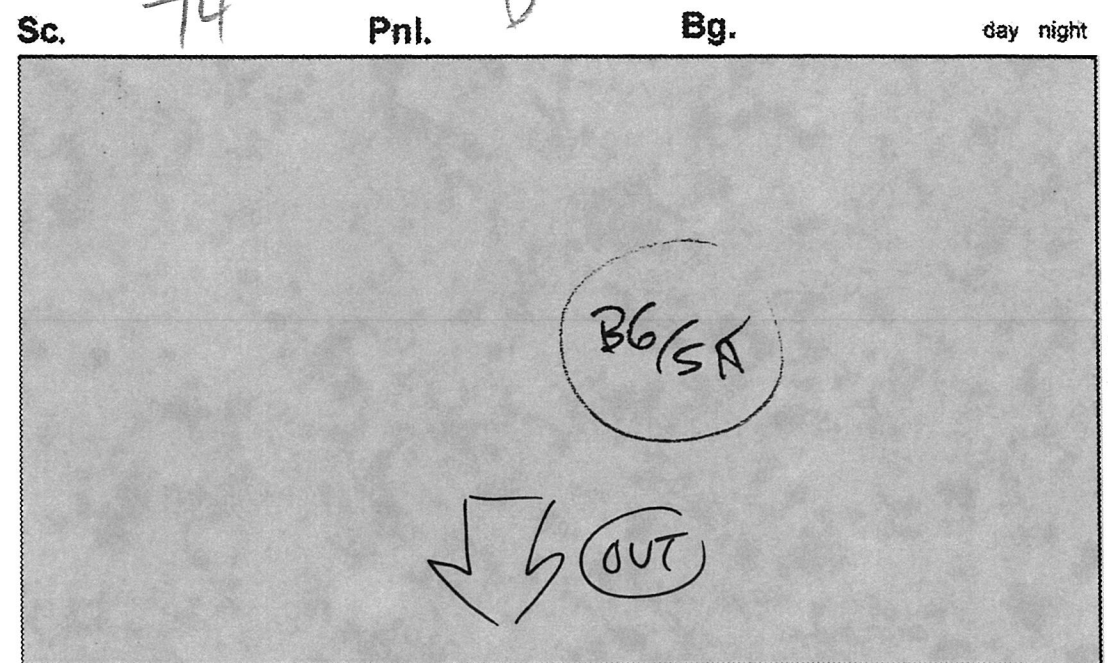
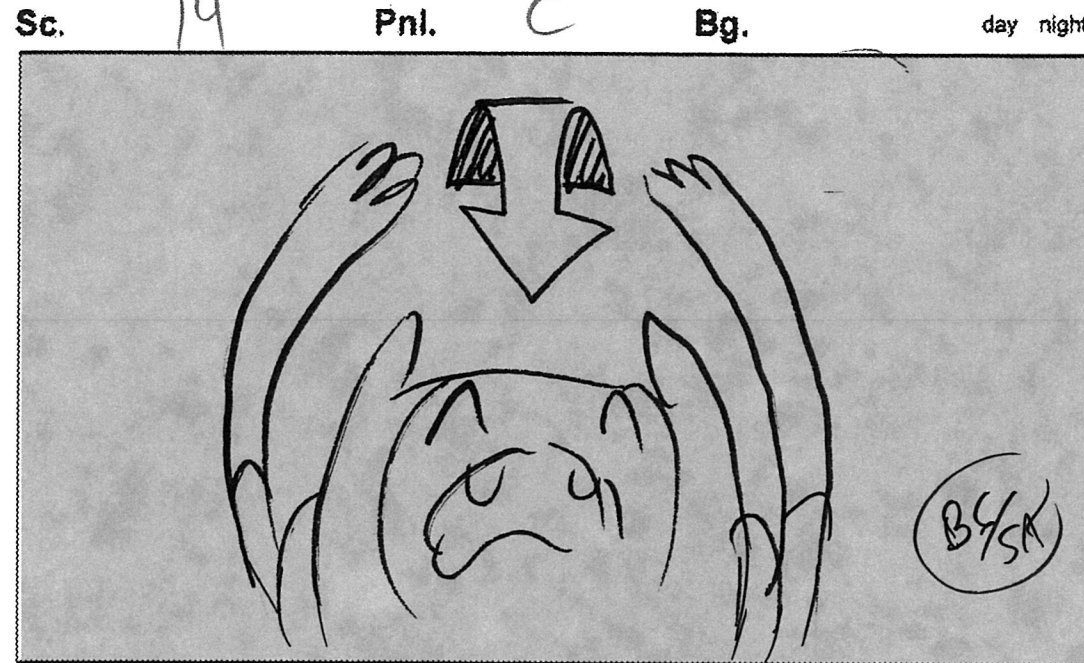
EPISODE #

Production :

ADVENTURE TIME



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Dialog:	(F:) WAH / OOF	(F:) ...ow...
Action:	(SFX) 'CA SHUNK' - (TRAPDOOR SOUND)	- Finn falls in another trapdoor.
Timing:		

1034-227

EPISODE #

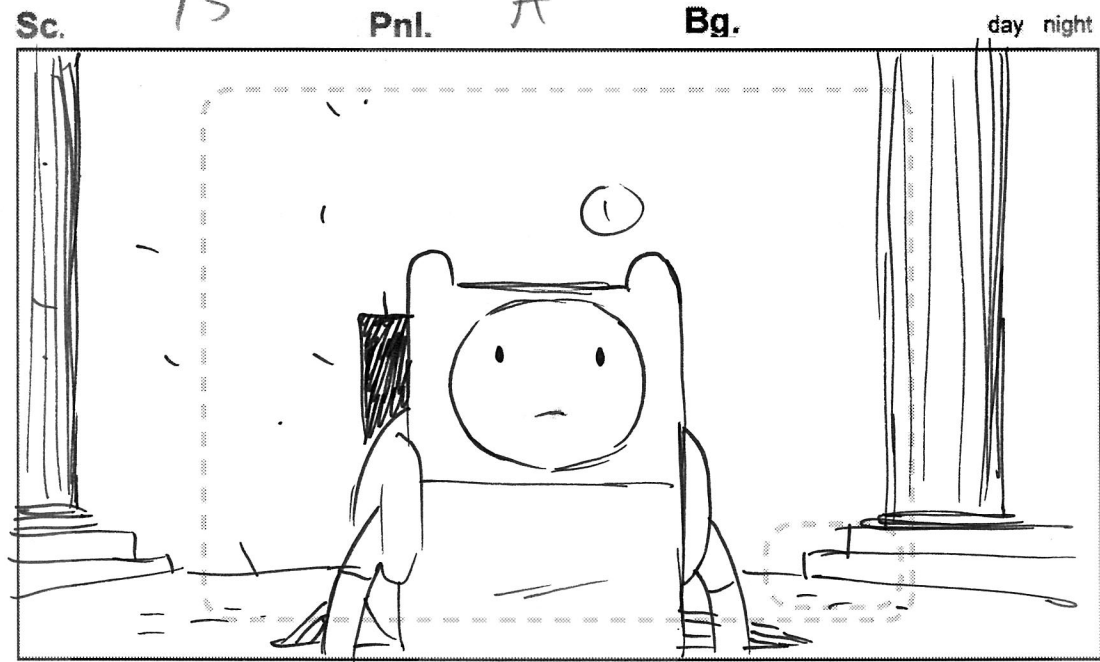
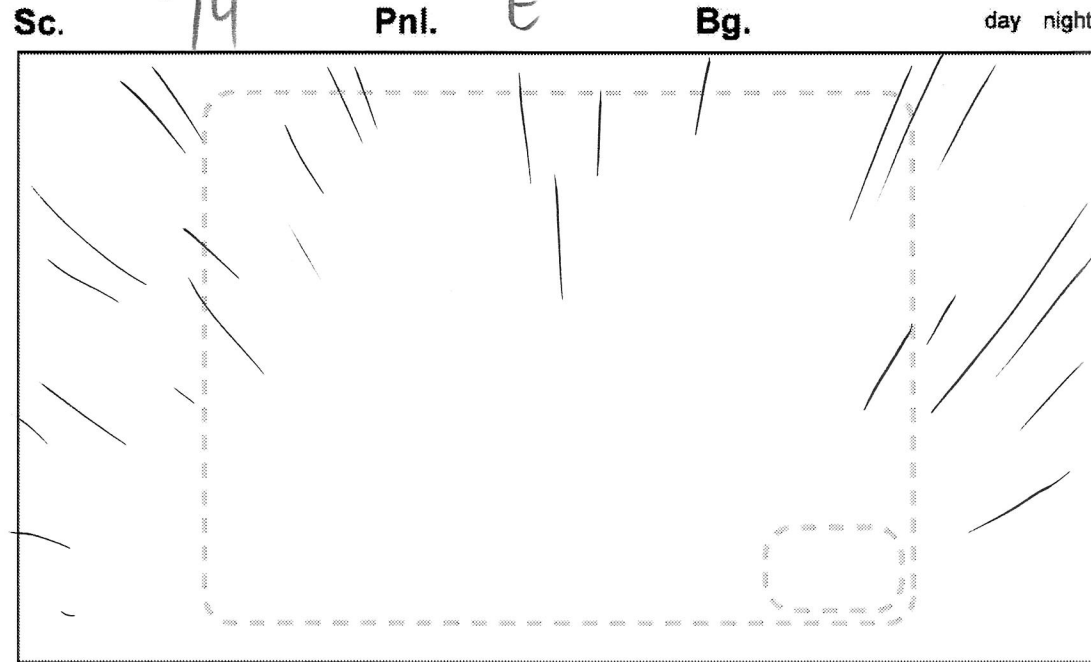
Production :

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ADVENTURE TIME



Page 101



Dialog:

- FLASH -

Action:



Timing:

EPISODE # 1034-227

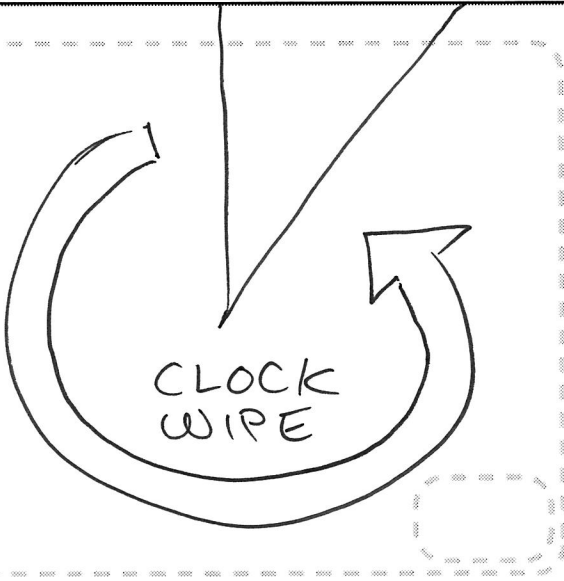
Production :

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ADVENTURE TIME



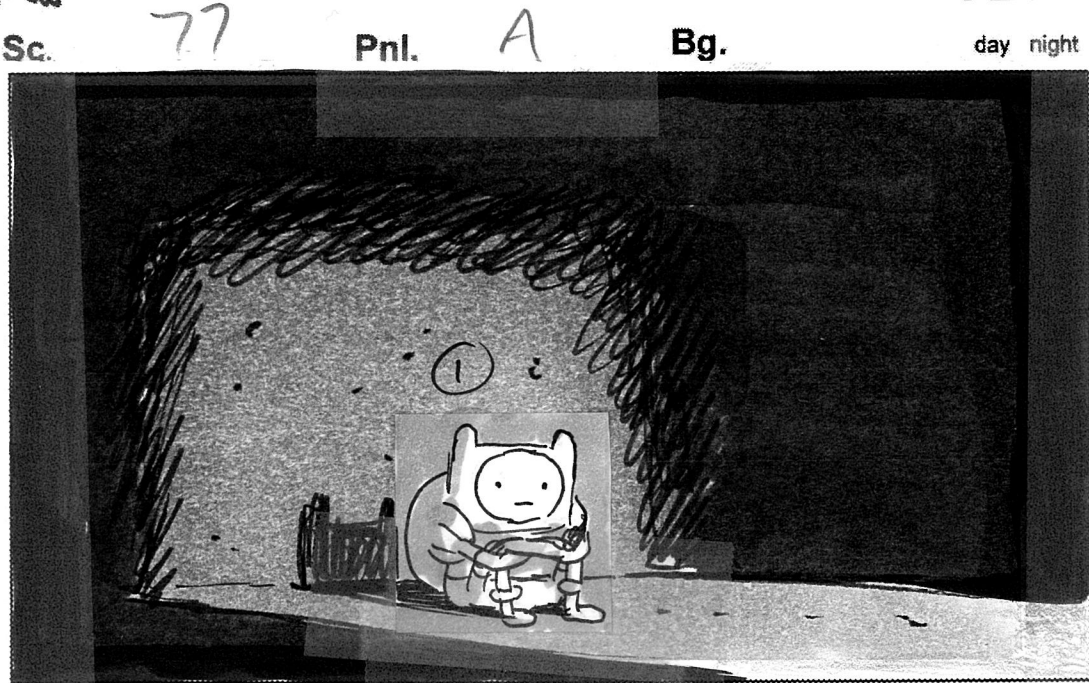
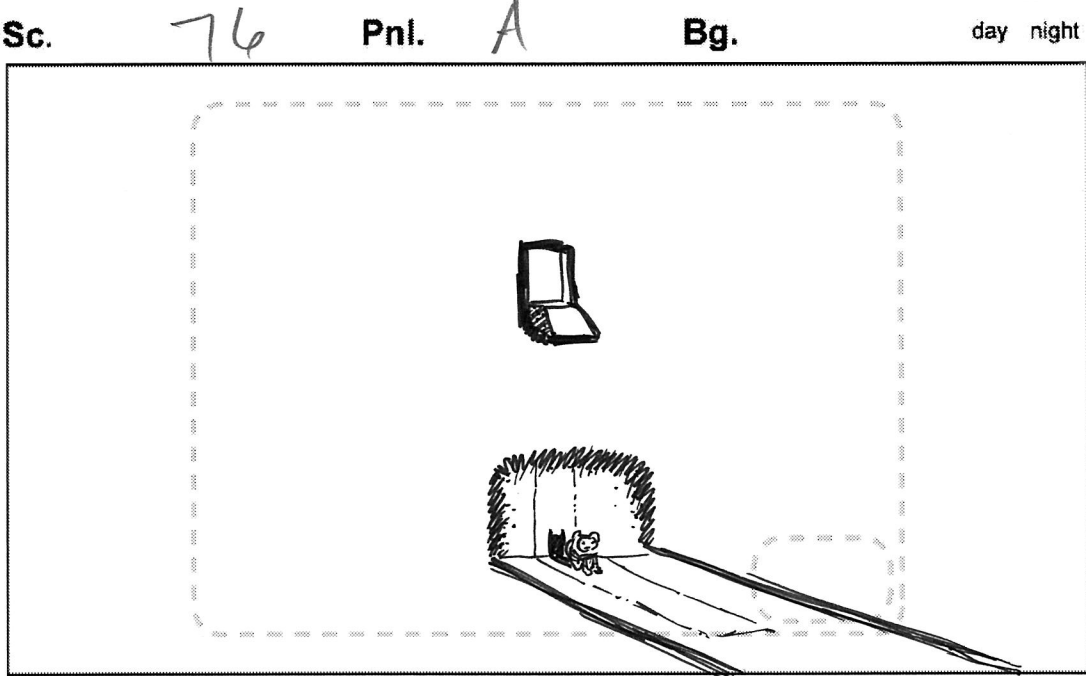
Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night



Dialog:
Action:
Timing:

EPISODE # 1034-227
Production :

ADVENTURE TIME



Dialog:

(F:) okay, so, —————>

Action:

Timing:

EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 104

Sc.

77

Pnl.

B

Bg.

day night

Sc.

77

Pnl.

C

Bg.

day night



Dialog:

→ (F.)⁽²⁾ Every map I make is wrong,

Action:

- Finn counts on his fingers.

(3) All the exit signs led to traps,

Timing:

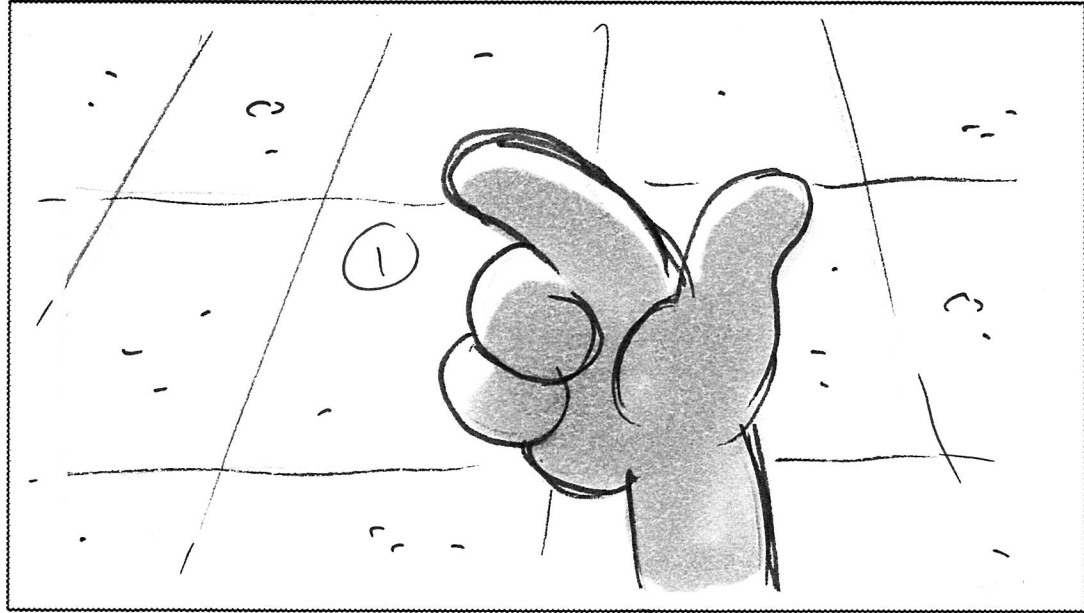
EPISODE # 1034-227

Production :

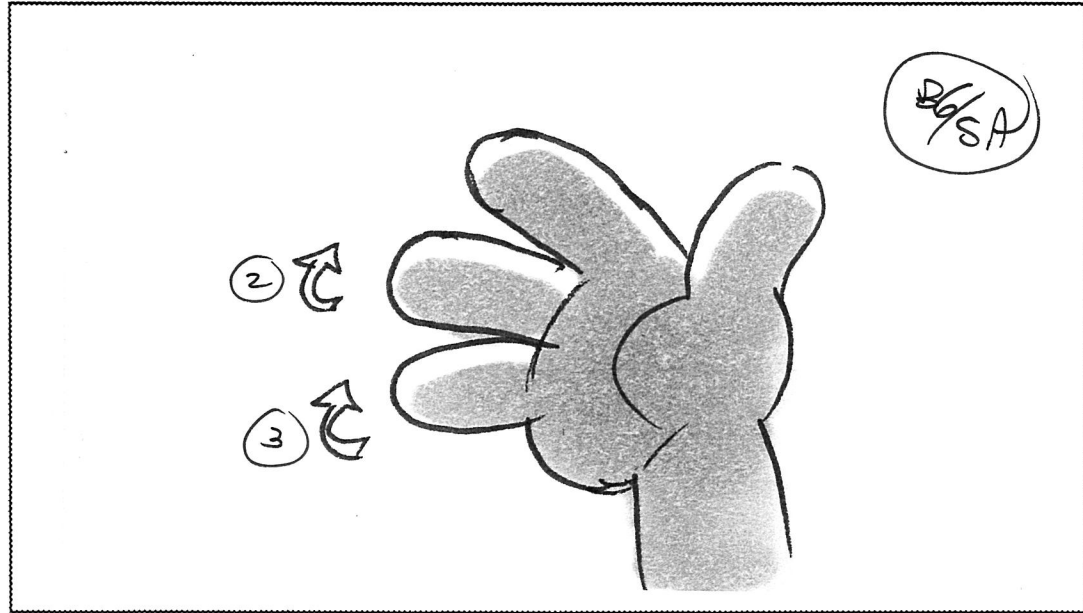
ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night



Sc. 78 Pnl. B Bg. day night



Dialog:	(F.) ^② All the threads led to traps,	(F.) ^③ Plus the braille, the
Action:		hieroglyphics,
Timing:		and the tape recorder message too.

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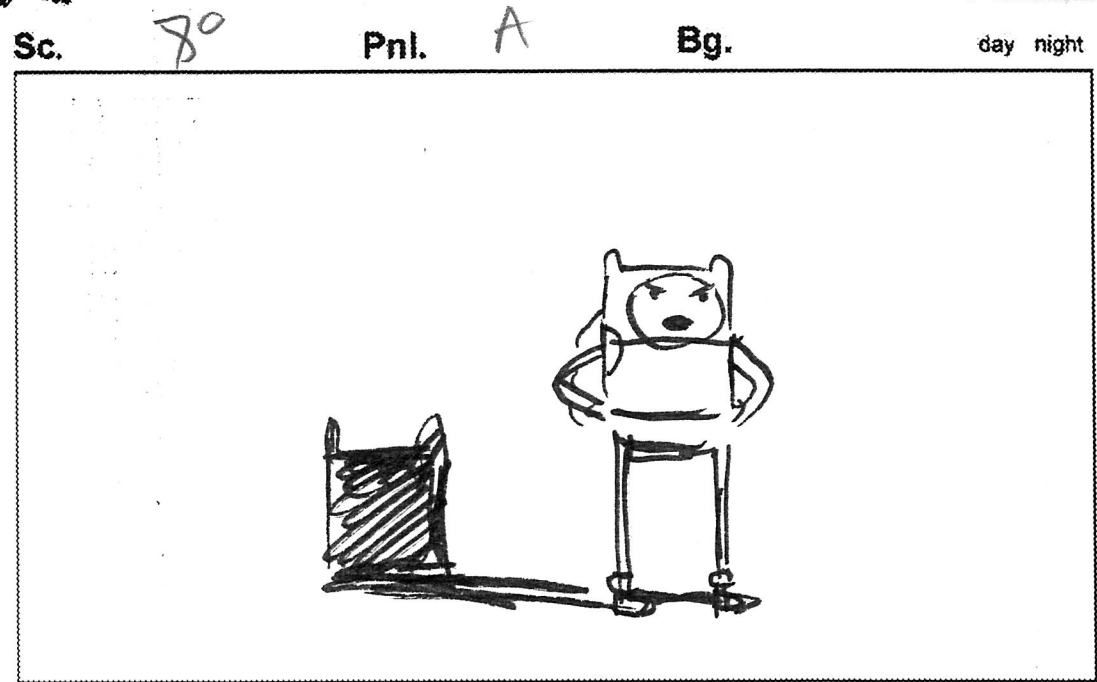
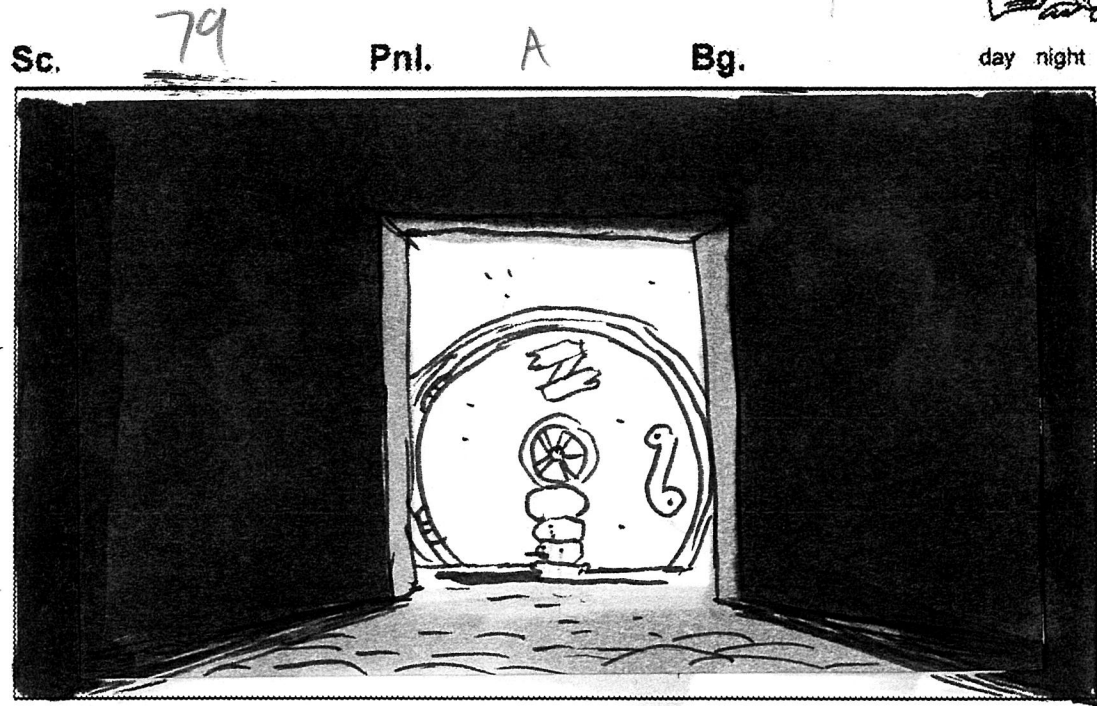
EPISODE # 1034-227

Production :

ADVENTURE TIME



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EPISODE # 1034-227

Production :

Dialog:

(F:) it's almost like the maze is trying to tell me something... something confusing.

Action:

Timing:

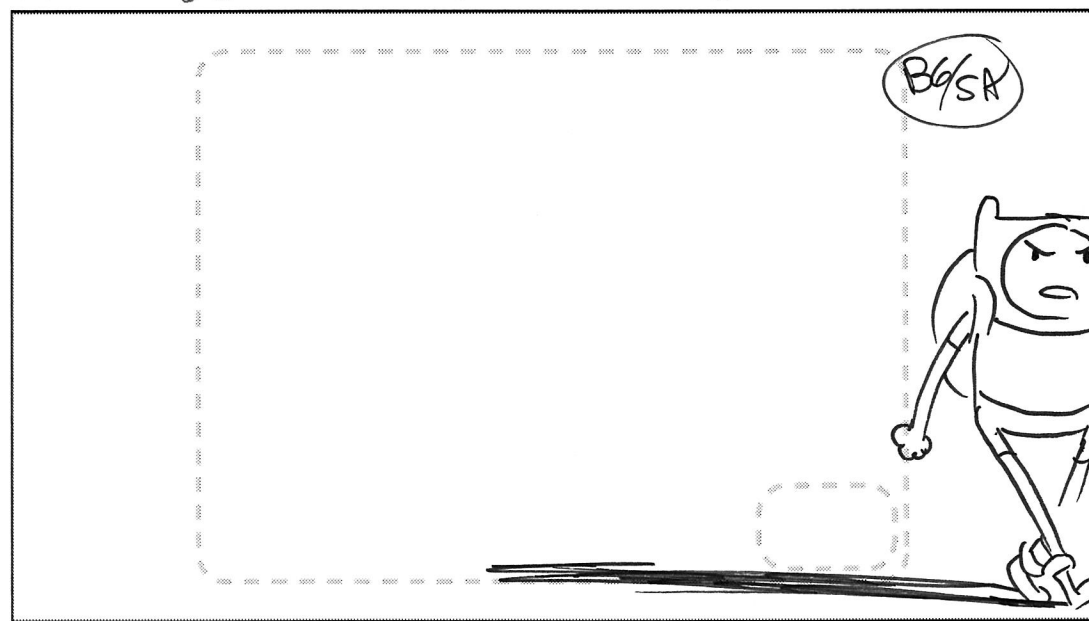
(F:) well whatever,

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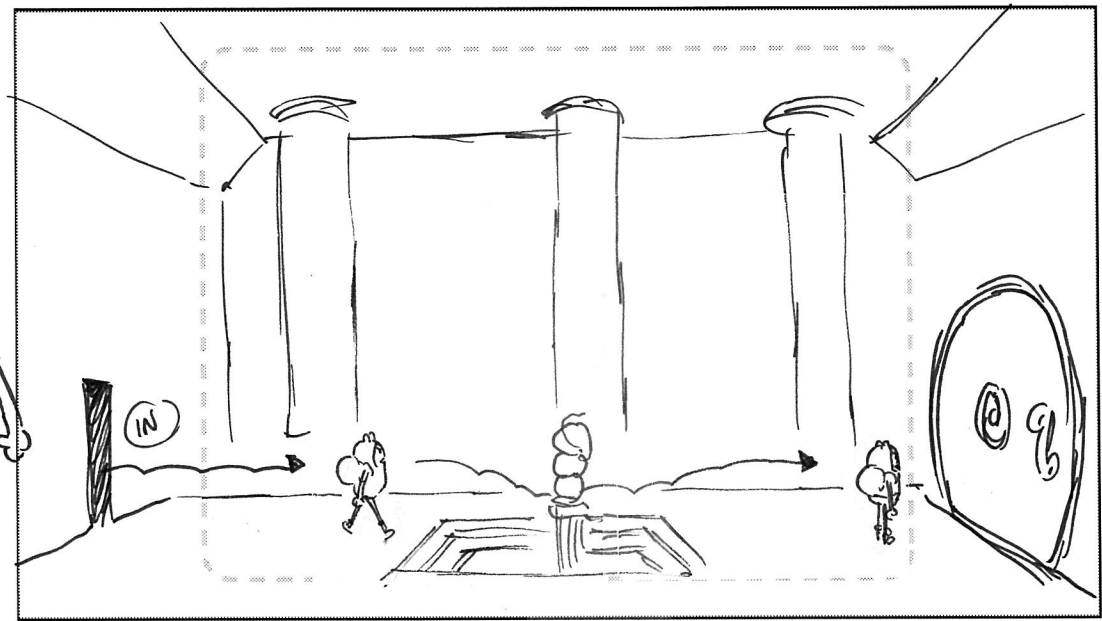
ADVENTURE TIME



Sc. 80 Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog: (F:) who needs you anyway, → (F:) with your stupid signs and messages?

Action: -Finn walks intently up to vault door.

Timing:

EPISODE # 1034-227
Production :

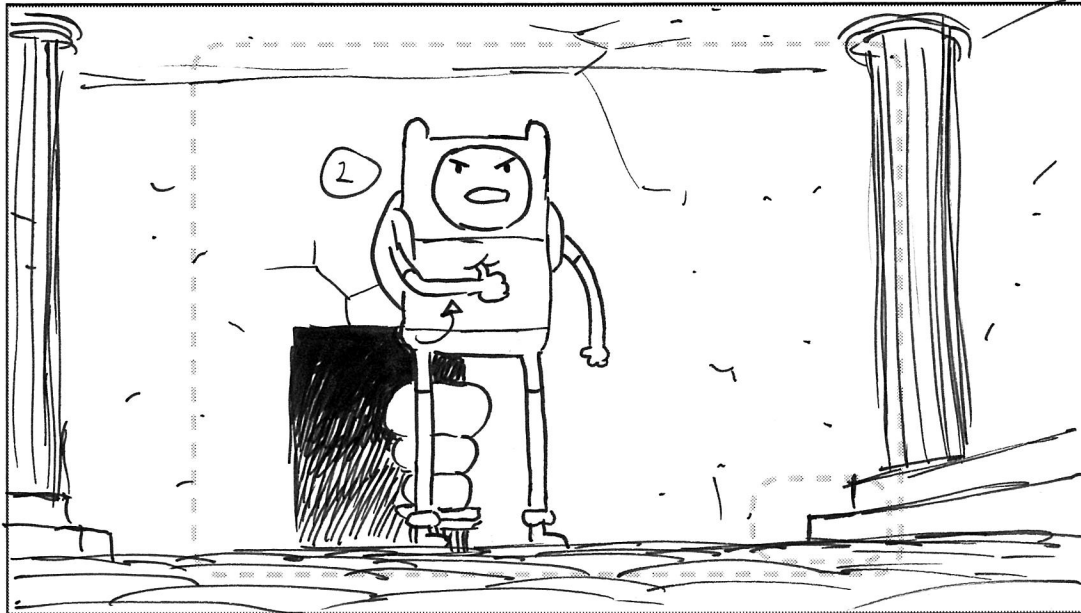
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ADVENTURE TIME

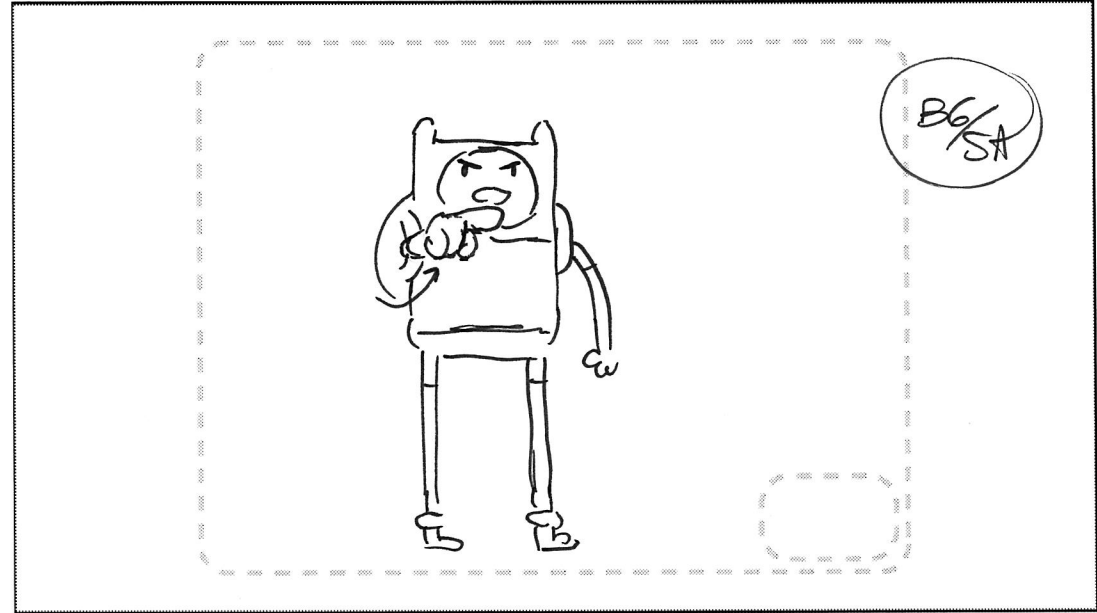


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Sc. 82 Pnl. A Bg. day night



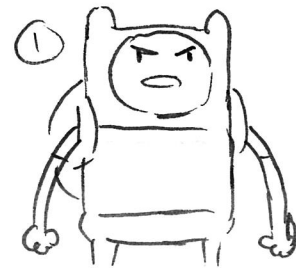
Sc. 82 Pnl. B Bg. day night



Dialog: (F:) I'm Finn Mertens, ya heard?
And I don't need no nuthin'!

(F:) You wanna bet?
Watch me.

Action:



Timing:

EPISODE #

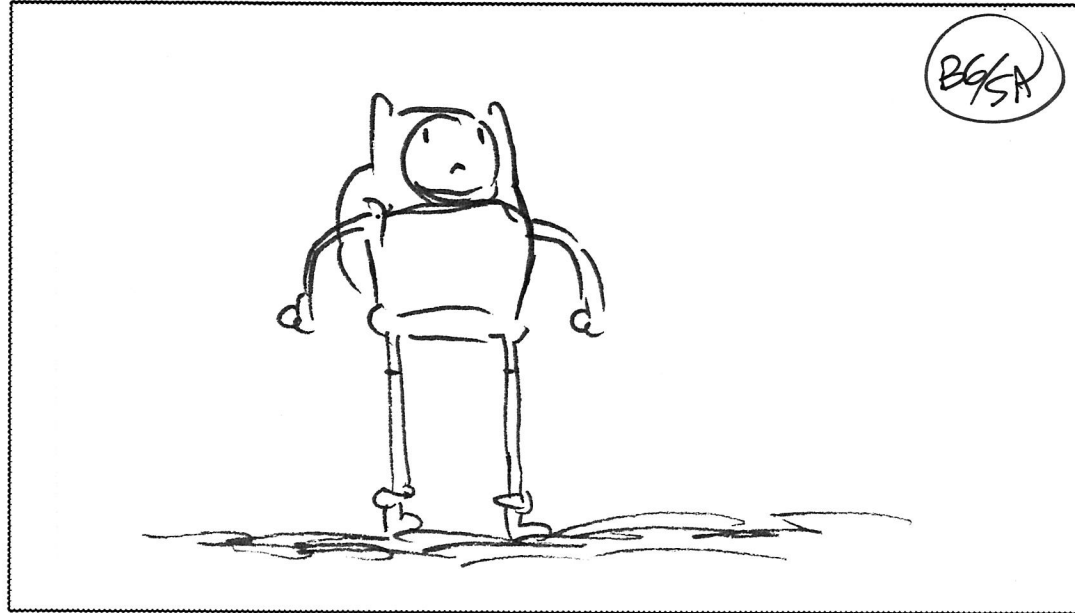
1034-227

Production :

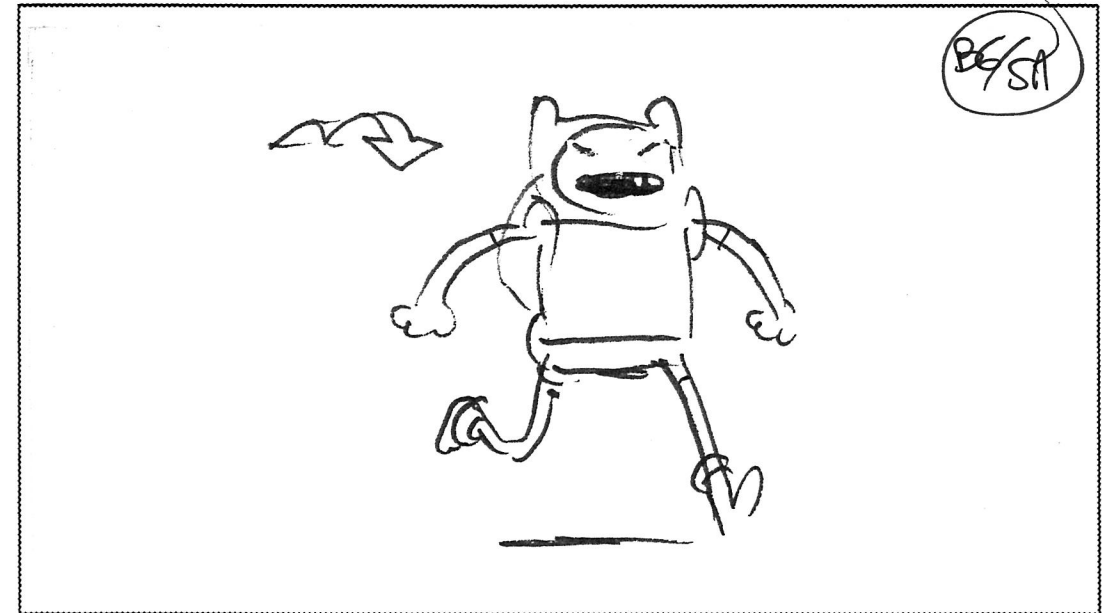
ADVENTURE TIME



Sc. 82 Pnl. C Bg. day night



Sc. 82 Pnl. D Bg. day night



Dialog:

(F) * BIG INHALE *

Action:

BABA BABA
BARABA

Timing:

* eyes stay closed *

(a)

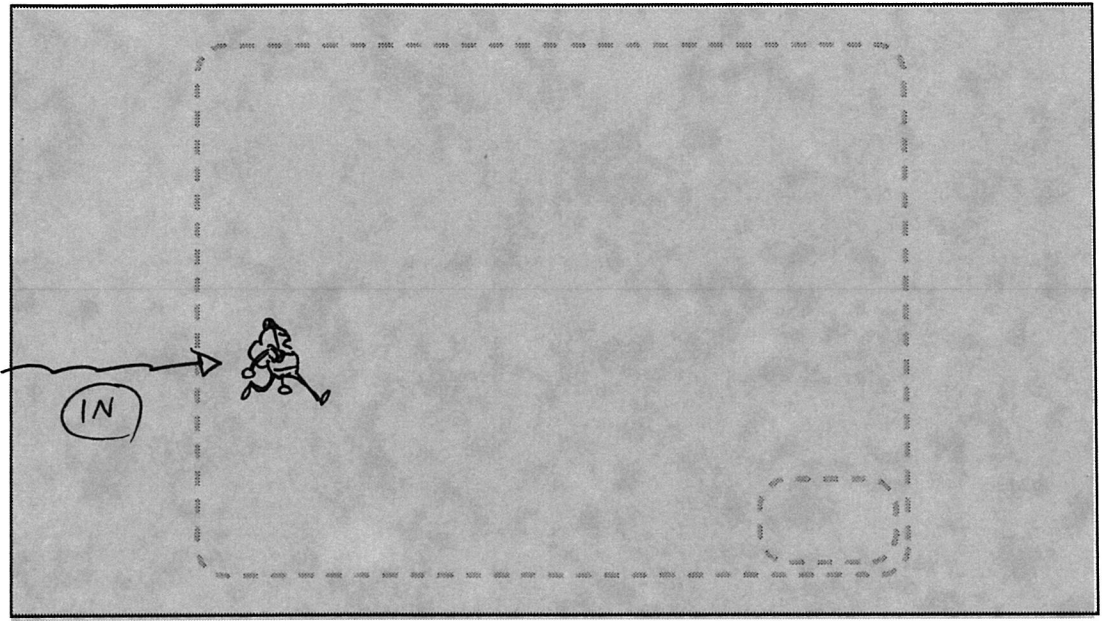
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EPISODE # 1034-227
Production :

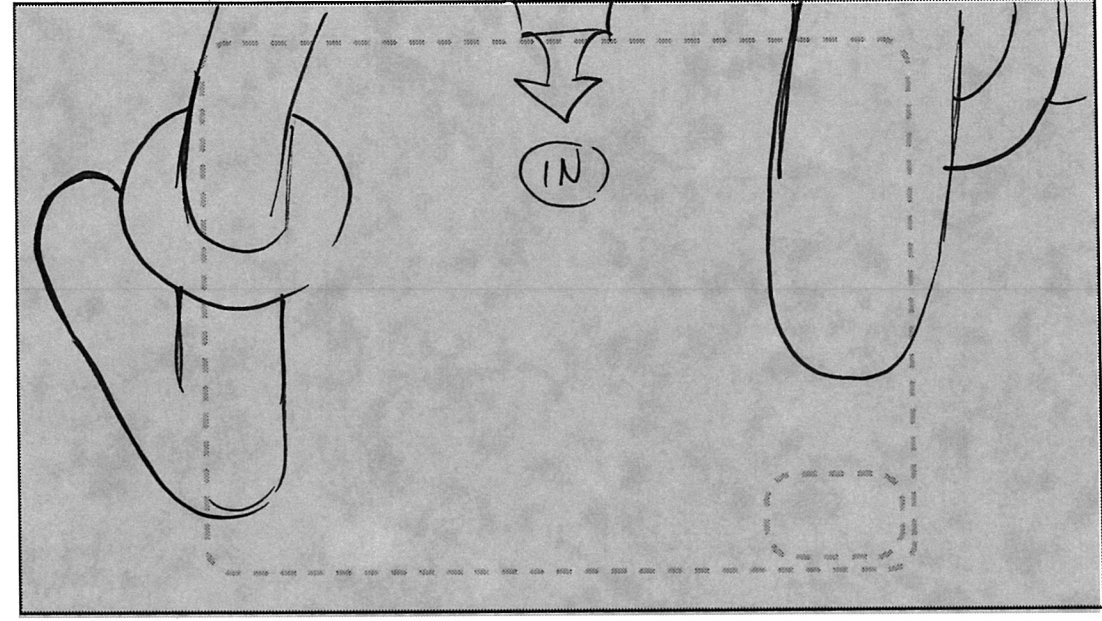
ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night



Sc. 84 Pnl. A Bg. day night



Dialog:	(F:) BABABABABA	(F:) BABABABABA
Action:	-Finn runs onscreen.	
Timing:		

(OVERLAPPING
DIALOGUE/DISSOLVES?)



EPISODE # 1034-227

Production :

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ADVENTURE TIME



Sc.

84

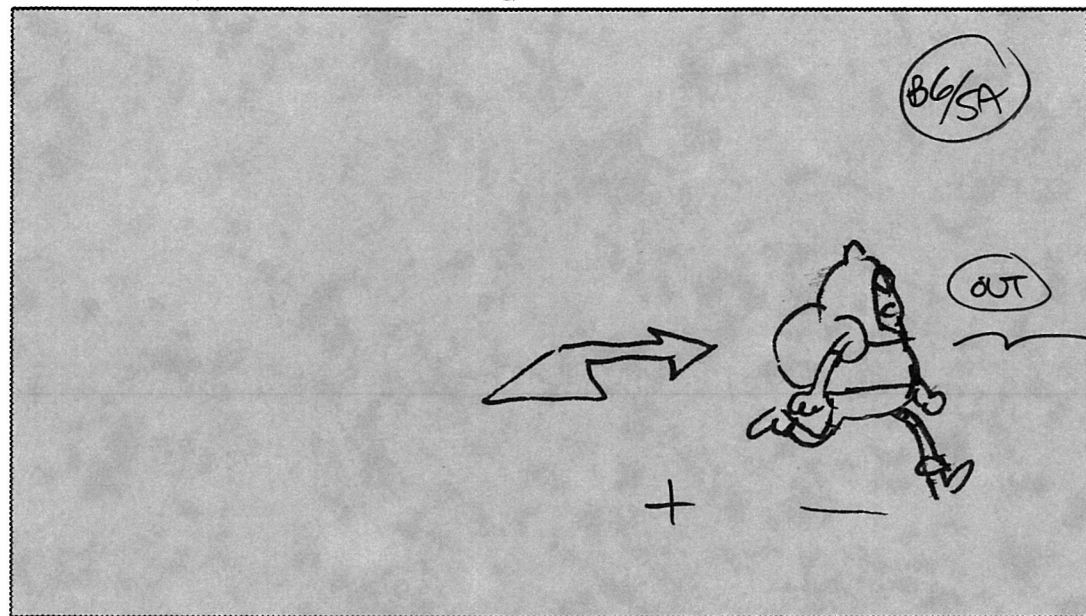
Pnl.

B

Bg.

day night

Sc



Dialog:

(F:) BABA BA BA

Action:



Timing:

+

OUT

111
y night

Production :

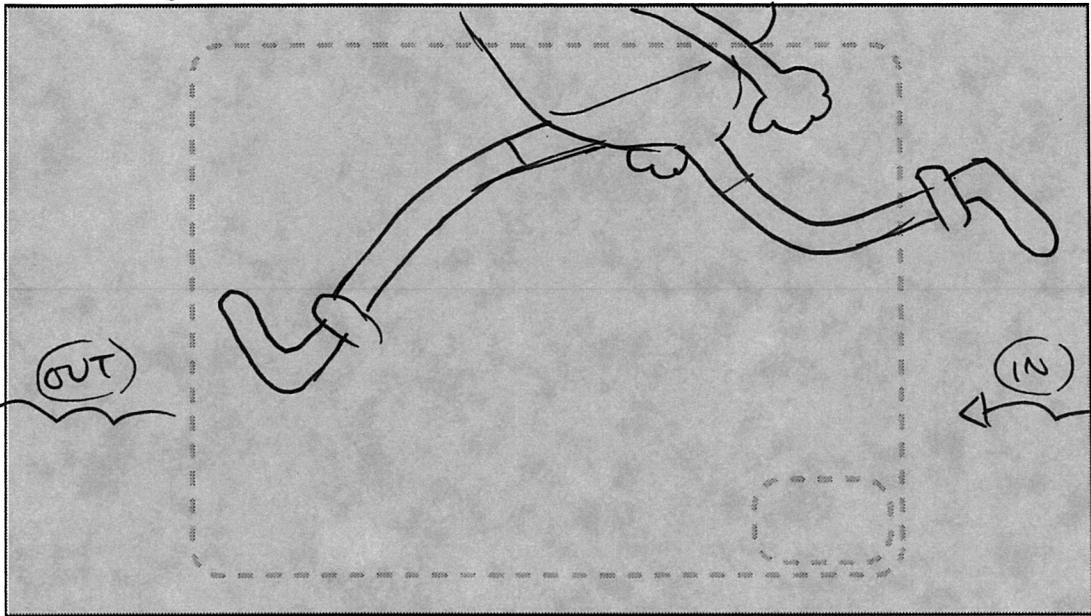
EPISODE #

1034-227

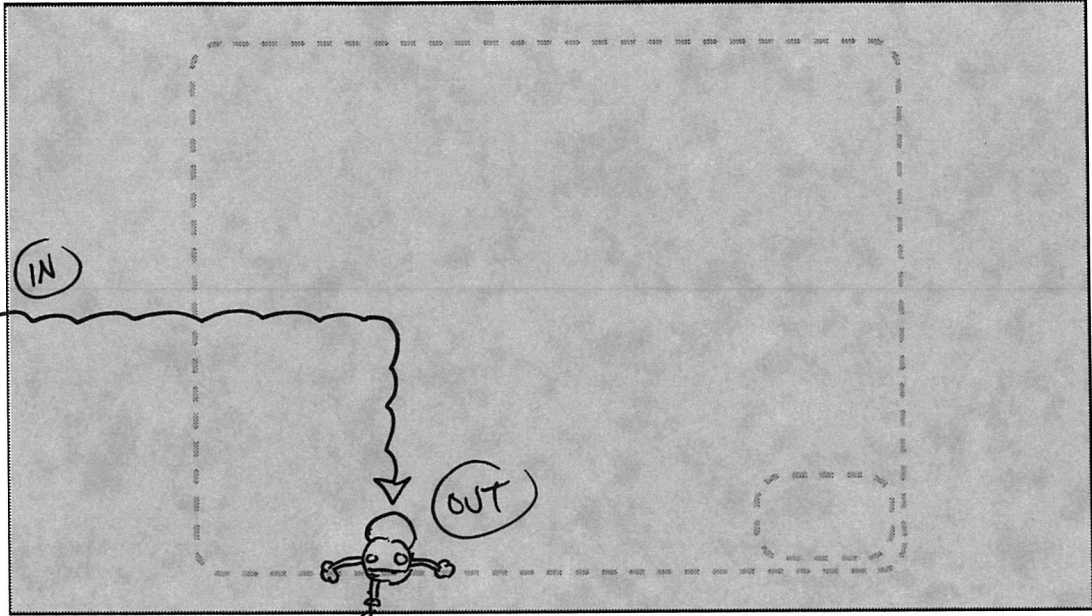
ADVENTURE TIME



Sc. 85 Pnl. A Bg. day night



Sc. 86 Pnl. A Bg. day night



Dialog:	(F:) BABABABA	(F:) BABABABA
Action:		
Timing:		

1034-227

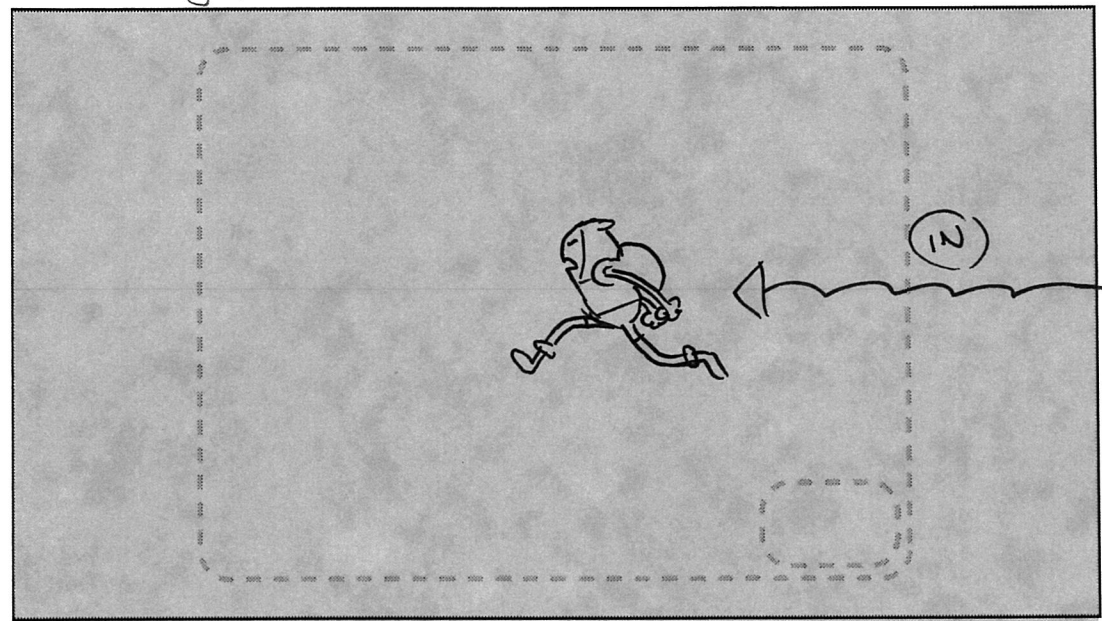
EPISODE #

Production :

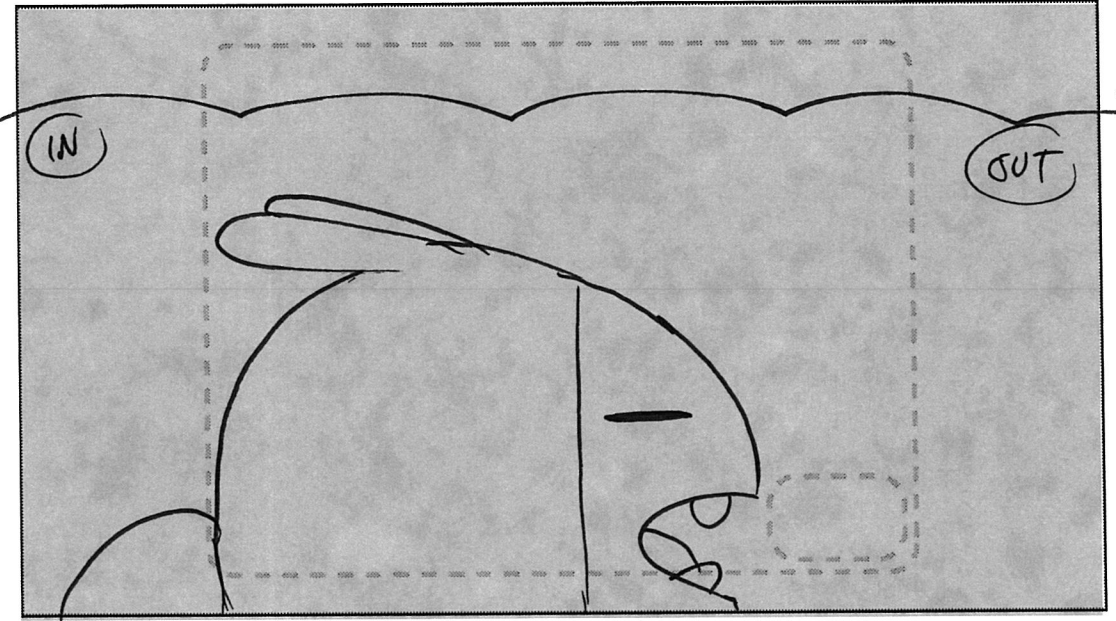
ADVENTURE TIME



Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog:	(F:) BABABABA	(F:) BABABABA
Action:		
Timing:		

EPISODE #

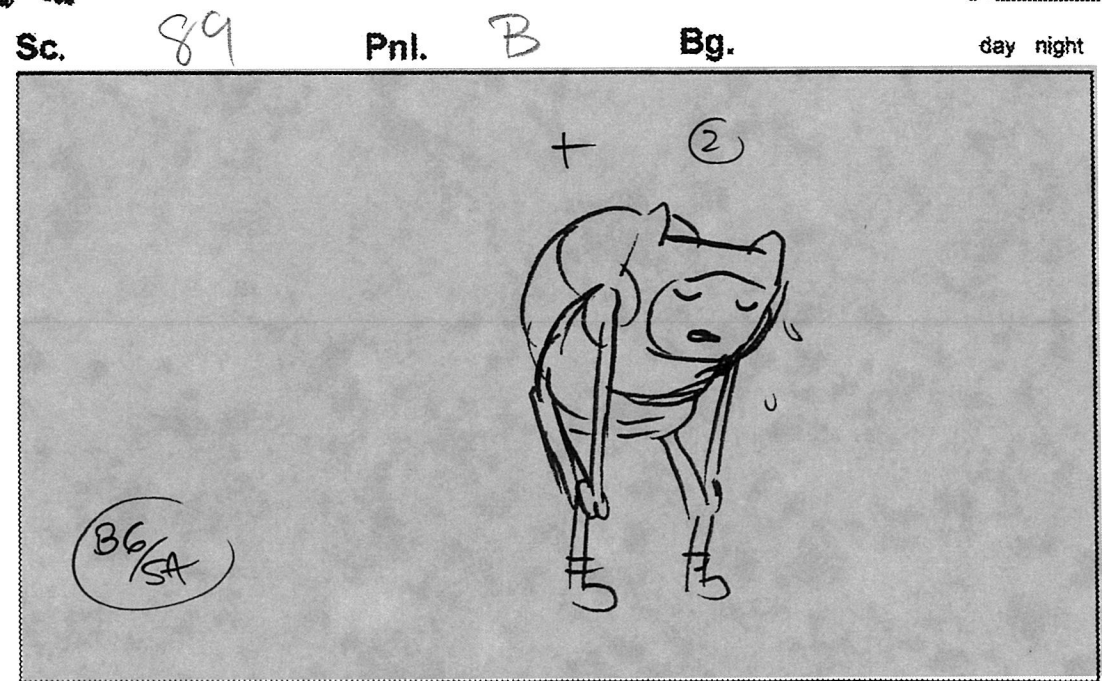
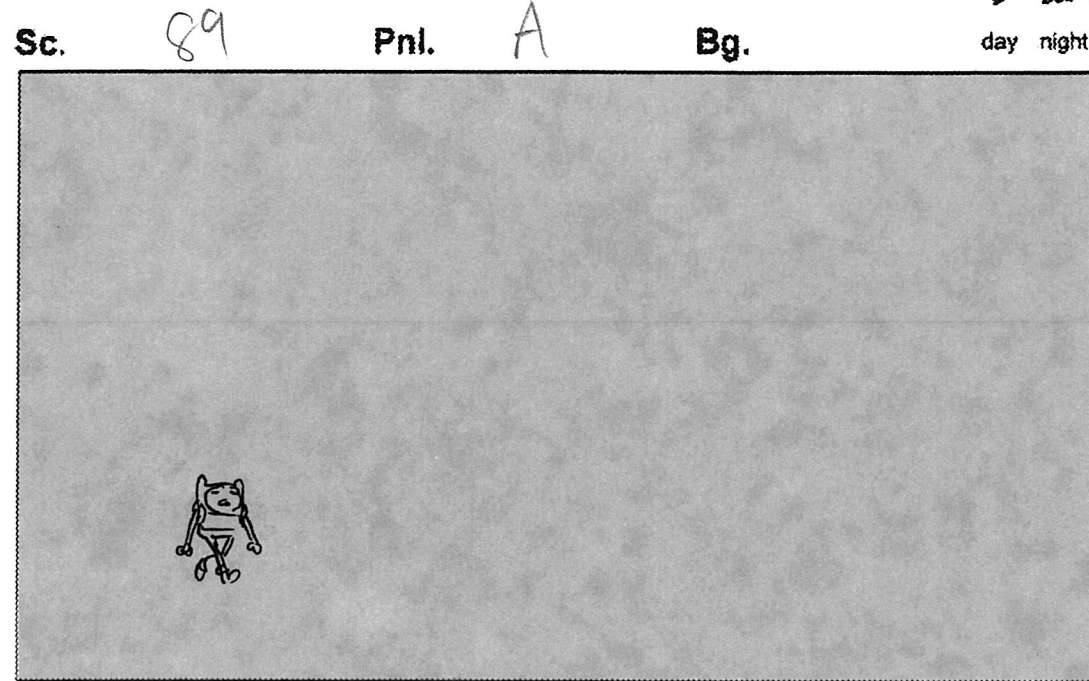
1034-227

Production :

ADVENTURE TIME



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EPISODE #

Dialog:	<p>(F:) Bo babo bo... bo... (tired, trailing off)</p>
Action:	
Timing:	<p>(F:) *Huff puff* *Huff puff*</p> <p>- Finn, out of breath, pauses to rest.</p>

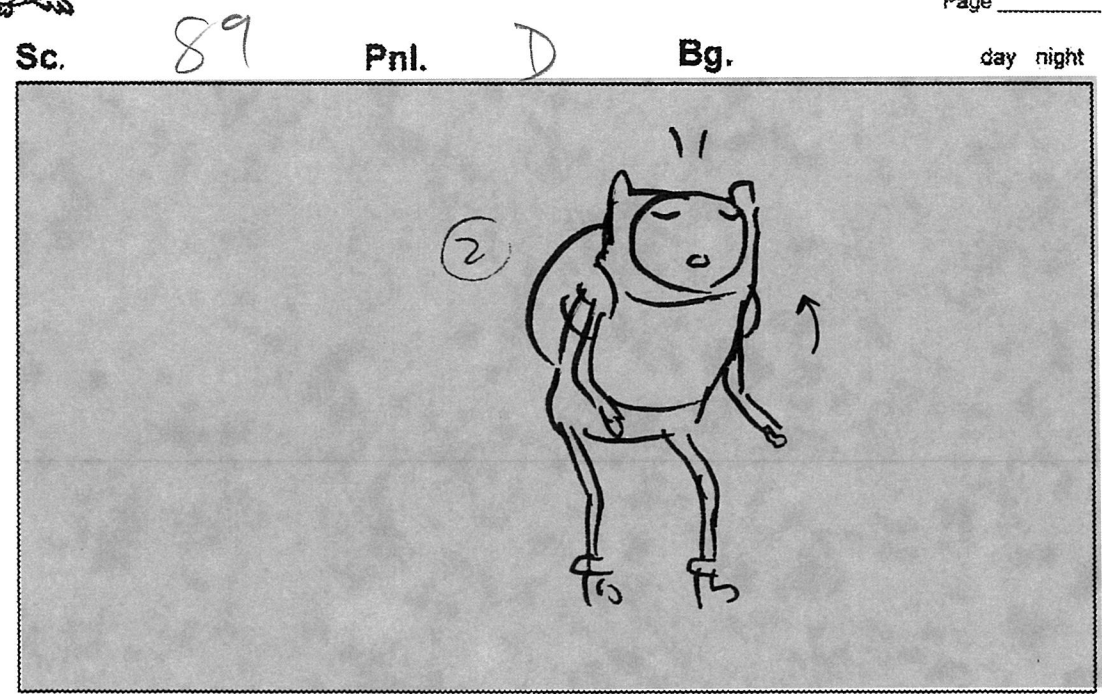
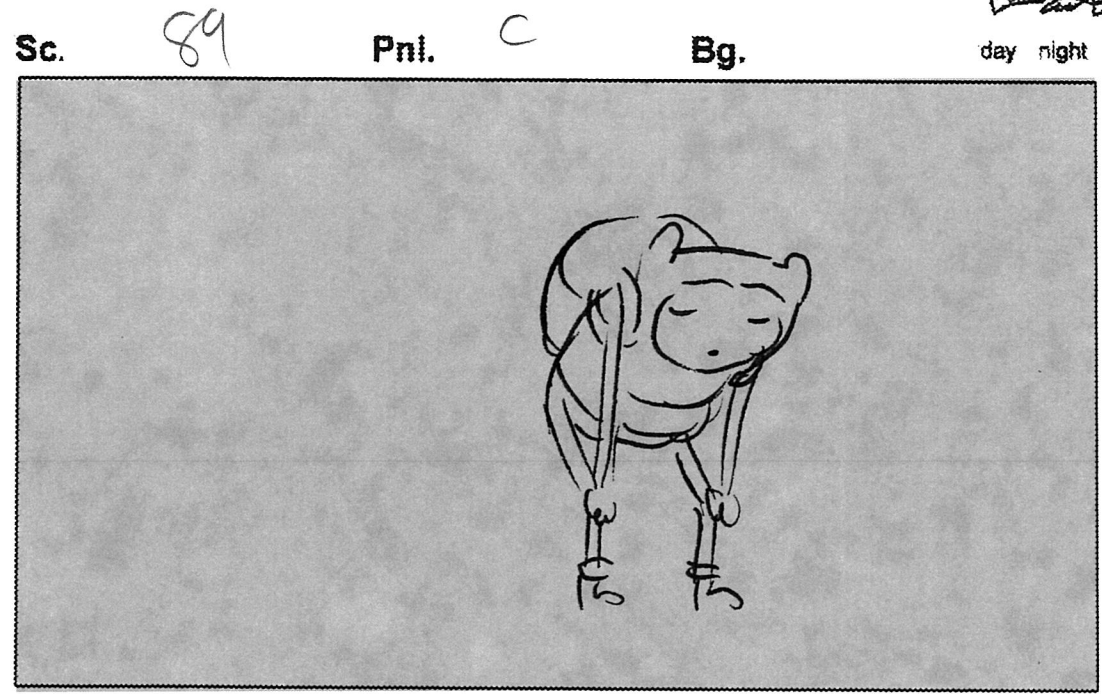
Production :

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ADVENTURE TIME



Page 115



Dialog:

(JAKE) (distant) Finn!

Action:

- Finn hears Jake calling from afar.

Timing:

(1) (J:) Finn!

- Finn hears Jake again.



EPISODE # 1034-227

Production :

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ADVENTURE TIME



Page ...

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Sc.

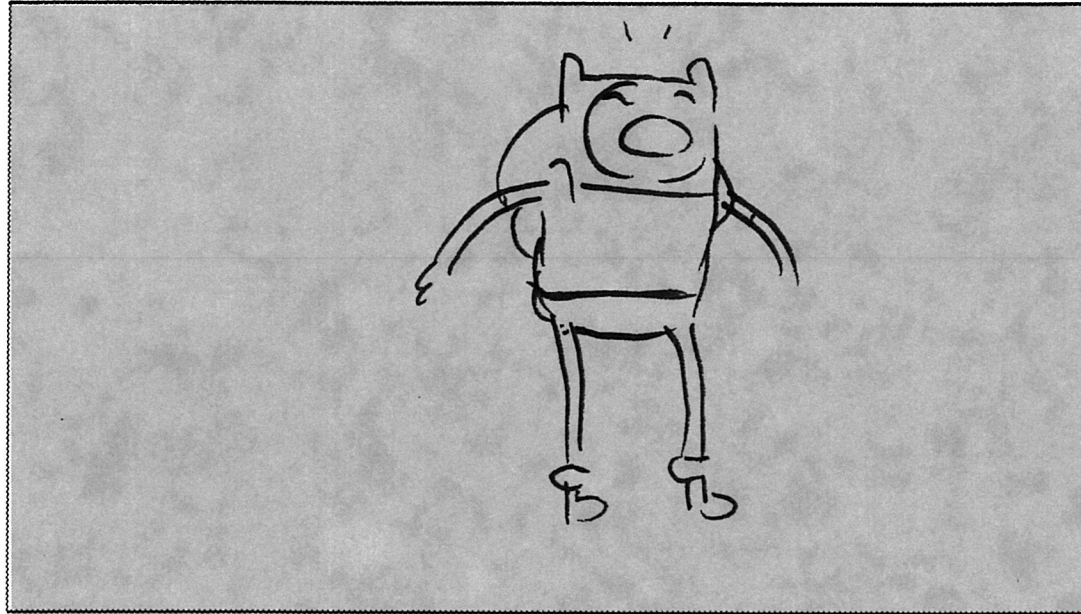
89

Pnl.

E

Bg.

day night



Sc.

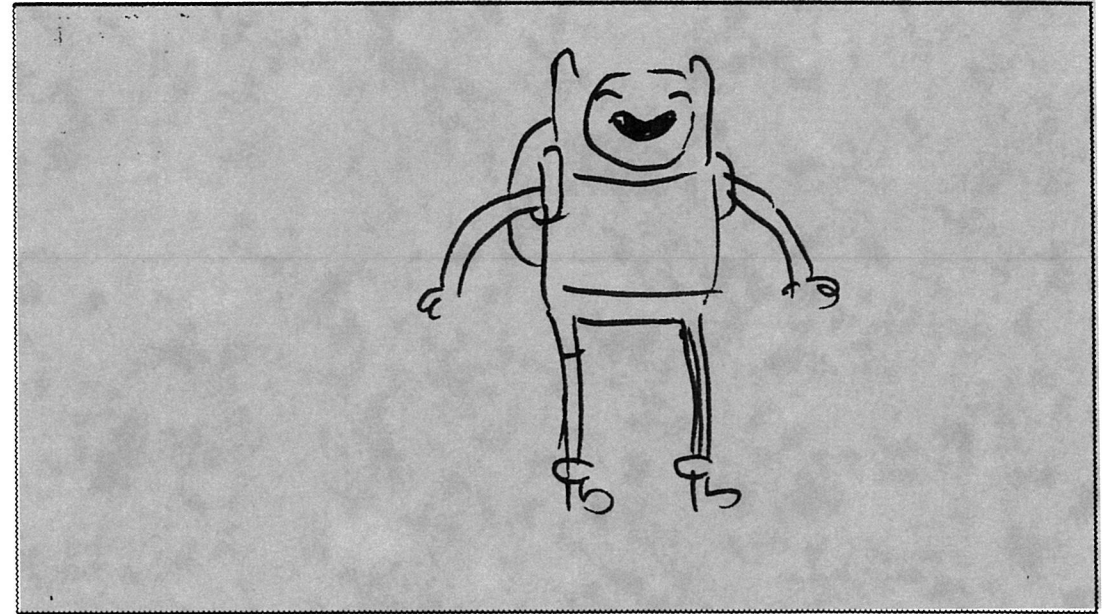
89

Pnl.

F

Bg.

day night



Dialog:

(F:) JAKE!

(J) Finn?!

Action:

Timing:

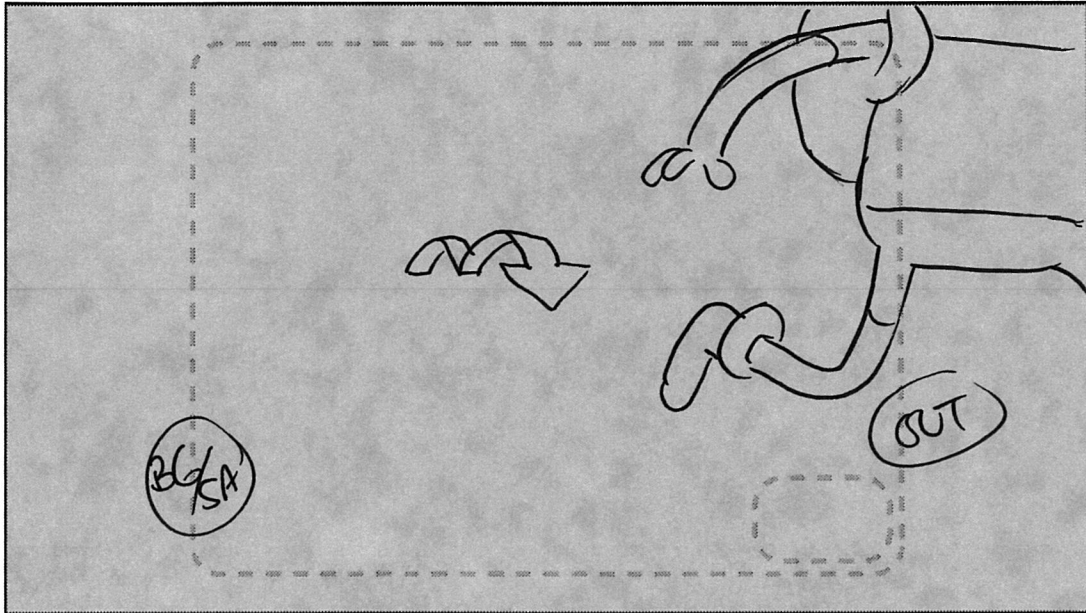
EPISODE # 1034-227

Production :

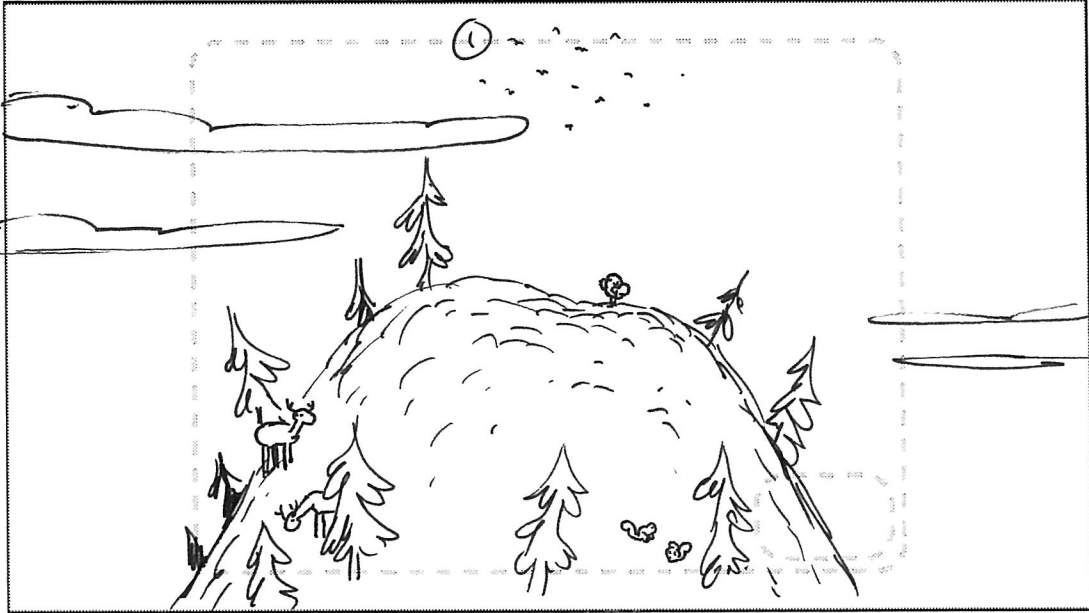
ADVENTURE TIME





Sc. 89 Pnl. G Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:	(F:) * hoho * JAKE I'M COMIN'!	(J:) (2) Finn?
Action:	- Jake looks around for Finn.	
Timing:		

1034-227

EPISODE #

Production :

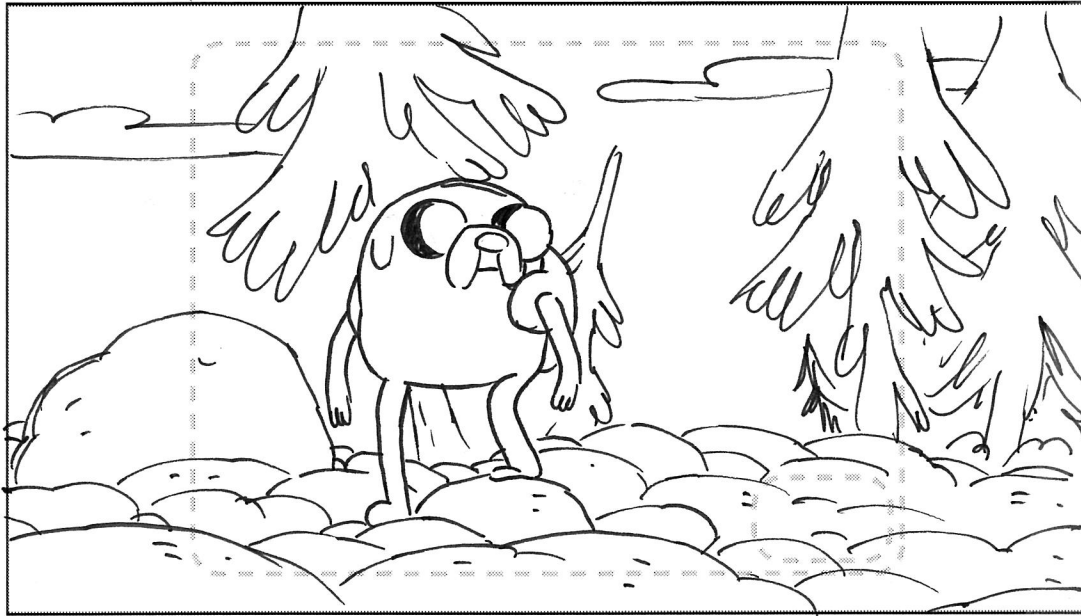
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ADVENTURE TIME

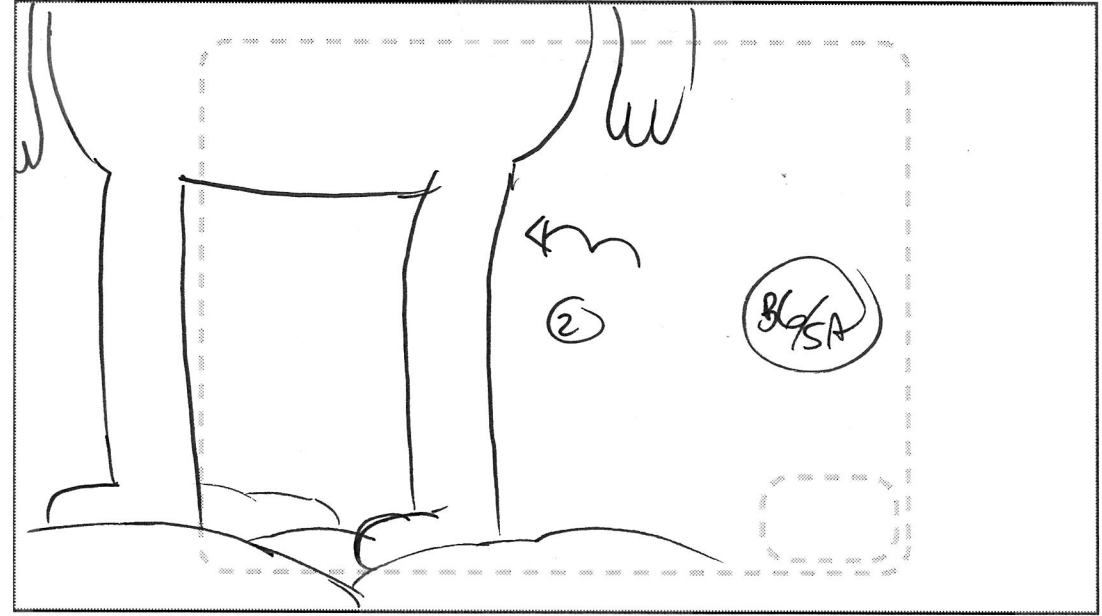


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Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



Dialog: JAKE ② where are ya buddy?

Action:



Timing:



J: ② Finn?

EPISODE # 1034-227

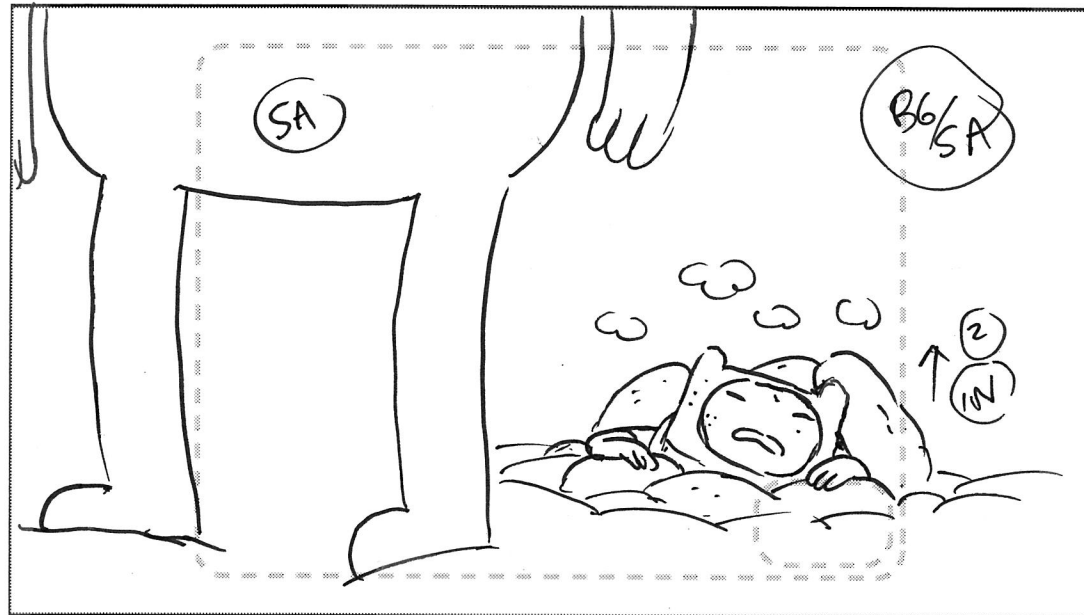
Production :

ADVENTURE TIME

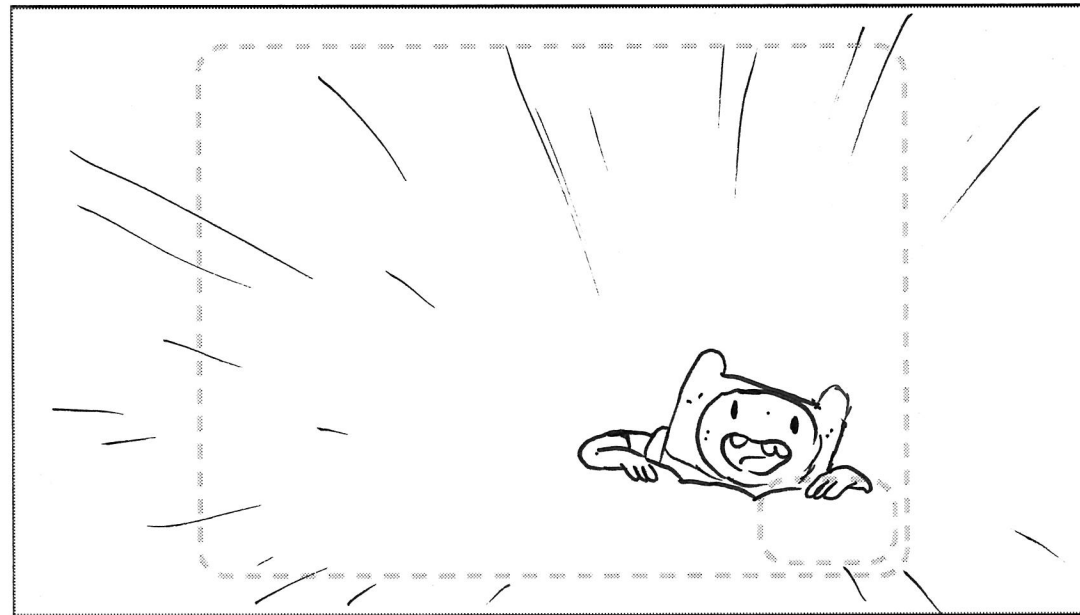


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Sc. 91 Pnl. C Bg. day night



Sc. 91 Pnl. D Bg. day night



Dialog:
① (SFX) rocks shifting
② (Finn) *cough cough*

(F) JAKE!

Action:
① rocks shift - Finn emerges from under a rock pile

- opening his eyes, Finn is returned to the vault door in a flash.

Timing:



EPISODE # 1034-227

Production :

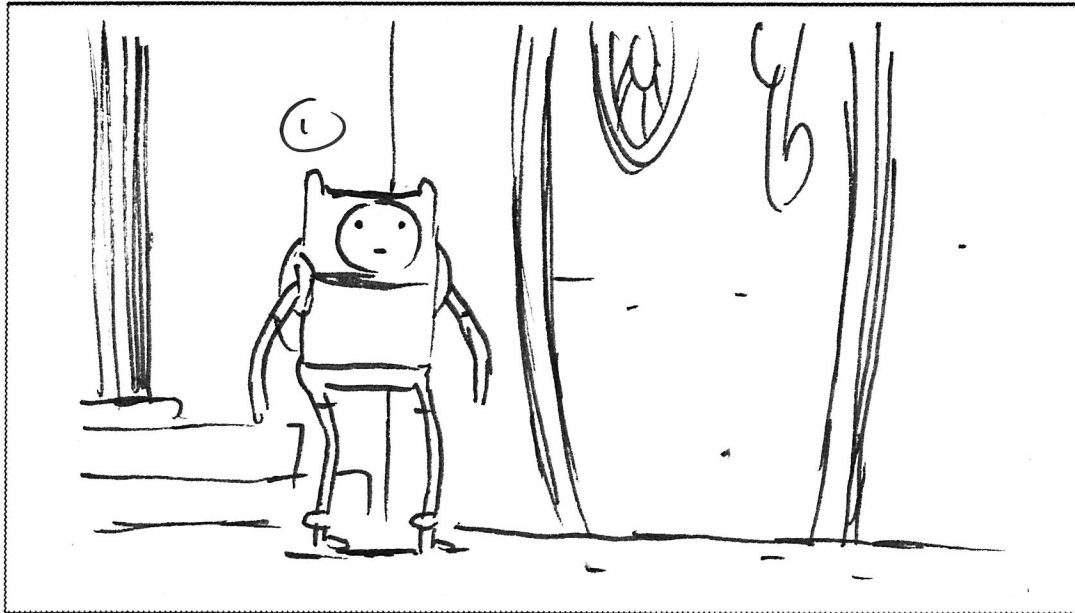
ADVENTURE TIME



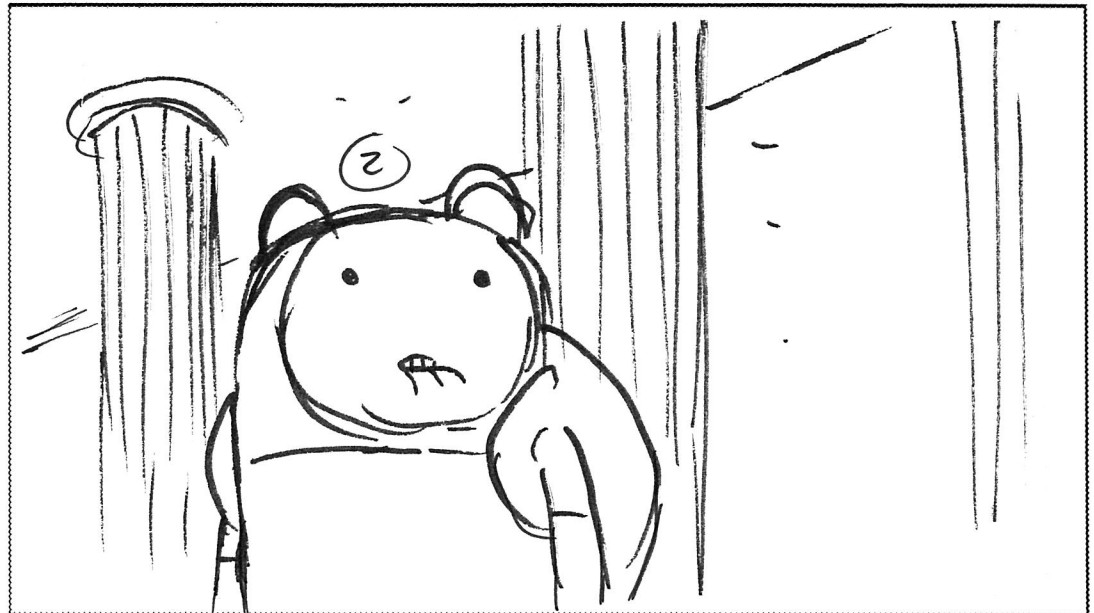
Page _____

120

Sc. 92 Pnl. A Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialc		<p>(F:) (1) *wet teeth sucking noise* ↓ INTO (2) *tsk*</p>
Actic		
Timir		

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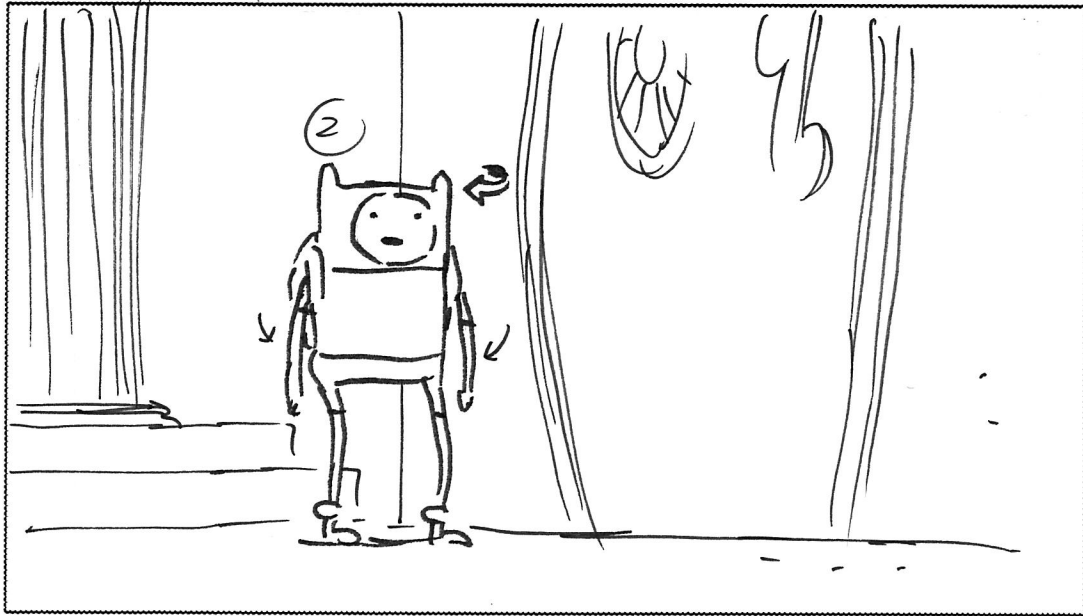
EPISODE # 1034-227

Production :

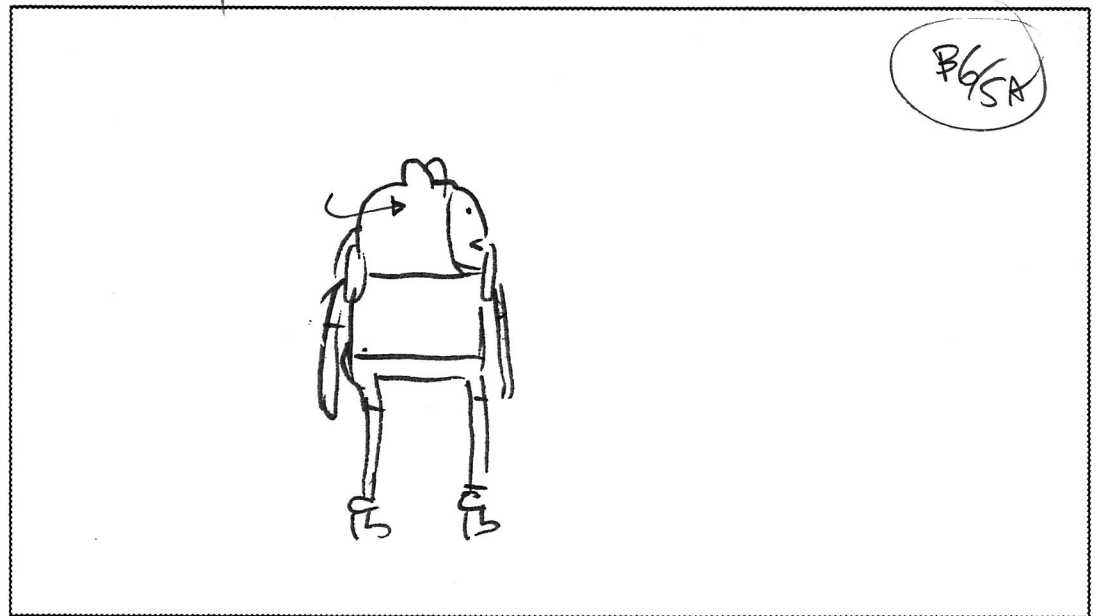
ADVENTURE TIME



Sc. 94 Pnl. A Bg. day night



Sc. 94 Pnl. B Bg. day night



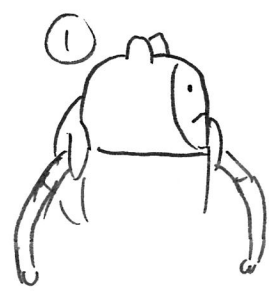
Dialog:

(F:) ² That's a little disappointing.

Action:

Timing:

(F:) Still though, I'm in the home stretch here.



EPISODE # 1034-227

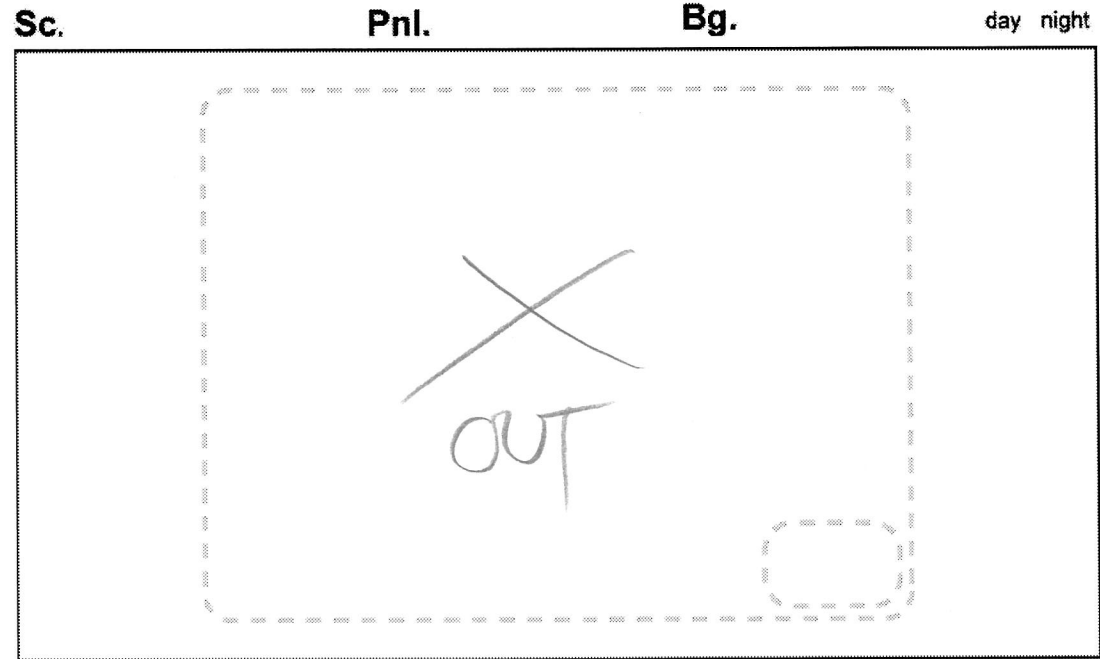
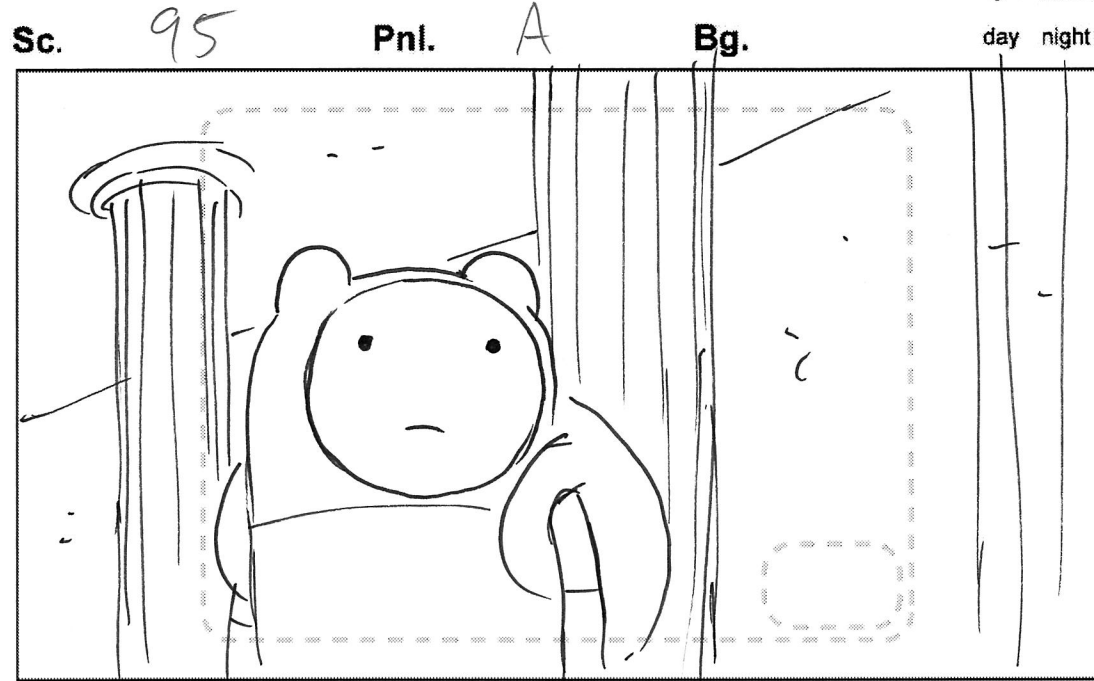
Production :

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ADVENTURE TIME



Page 122



Dialog:

Action:

Timing:

EPISODE # **1034-227**

Production :

ADVENTURE TIME



123

Page _____

Sc.

95

Pnl.

B

Bg.

day night



Sc.

95

Pnl.

C

Bg.

day night



Dial

(SFX :) ≡ SMACK ≡ SMACK ≡

Acti

(2)



Time

- Finn slaps his cheeks and shakes his head to psych himself up.

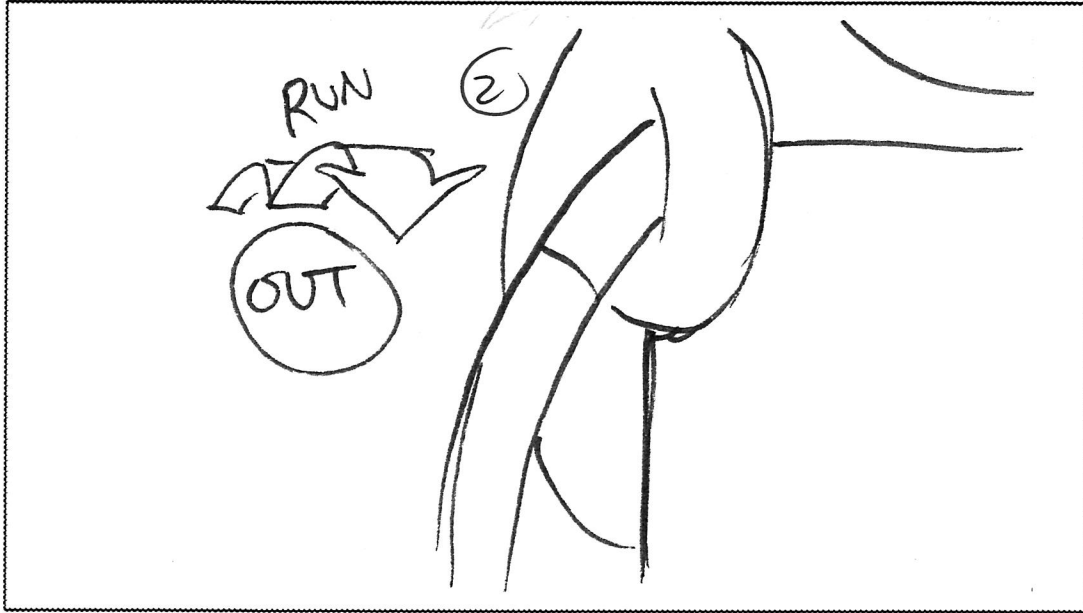
1034-227

EPISODE #

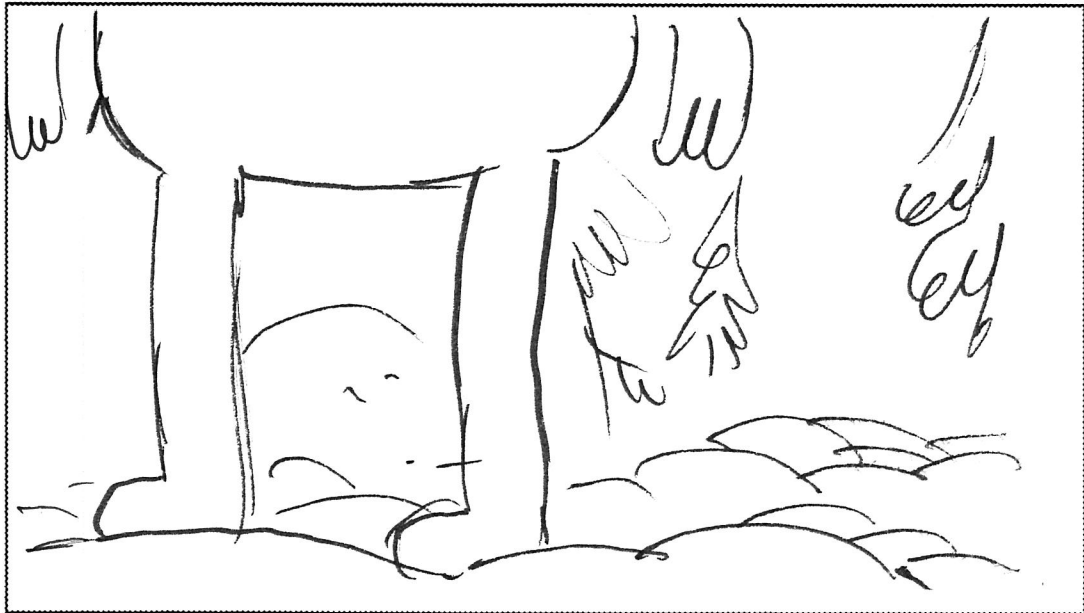
ADVENTURE TIME



Sc. 95 Pnl. D Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:	
F: brabababaa!	
Actic	
Timin	

- Finn runs
offscreen with
eyes closed.

1034-227

EPISODE #

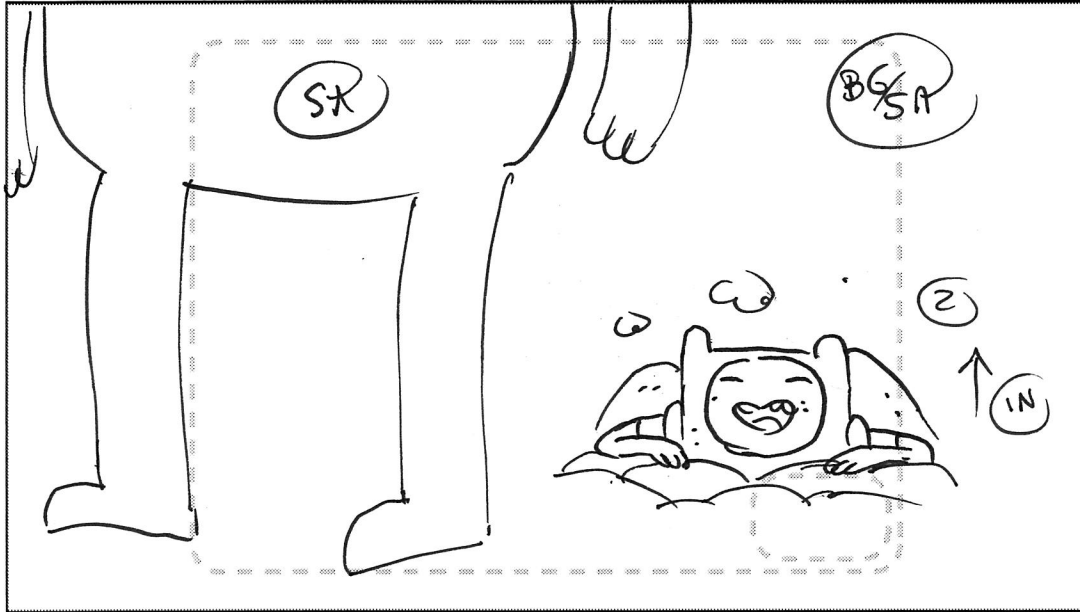
Production :

ADVENTURE TIME

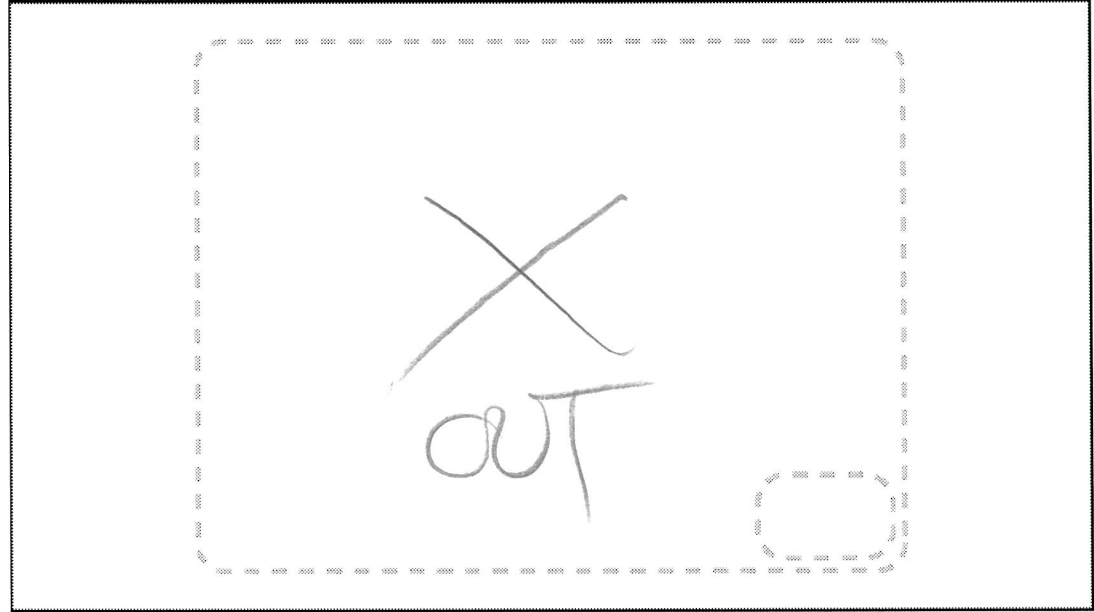


Page 125

Sc. 96 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

FINN: * coughcough* TAKE!

Action:

① rocks shift

- Finn emerges from ROCK PILE.

Timing:



EPISODE # 1034-227

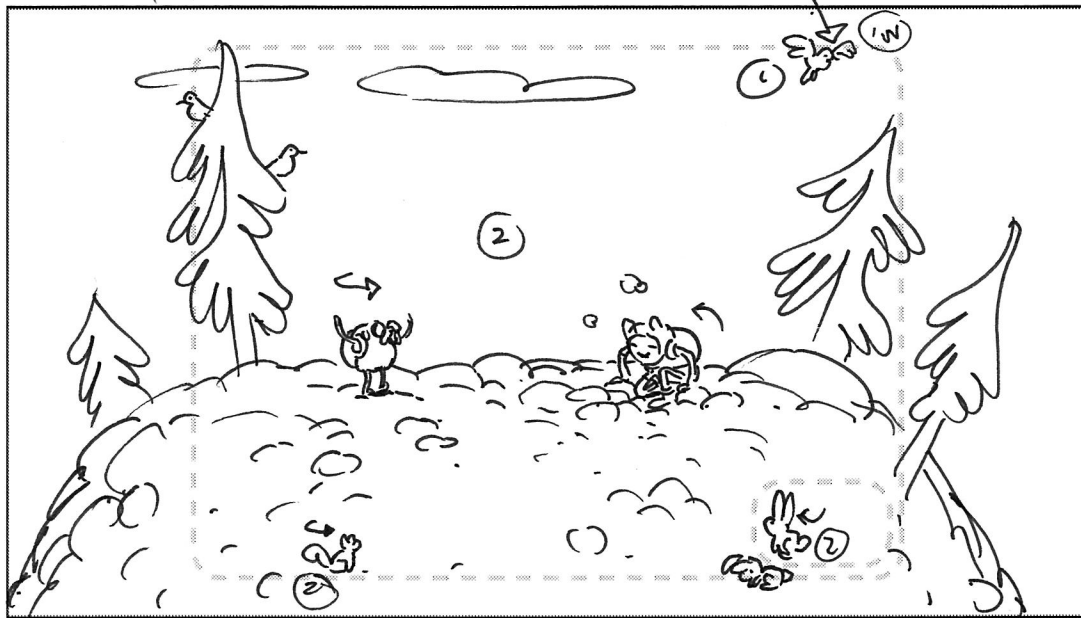
Production :

ADVENTURE TIME

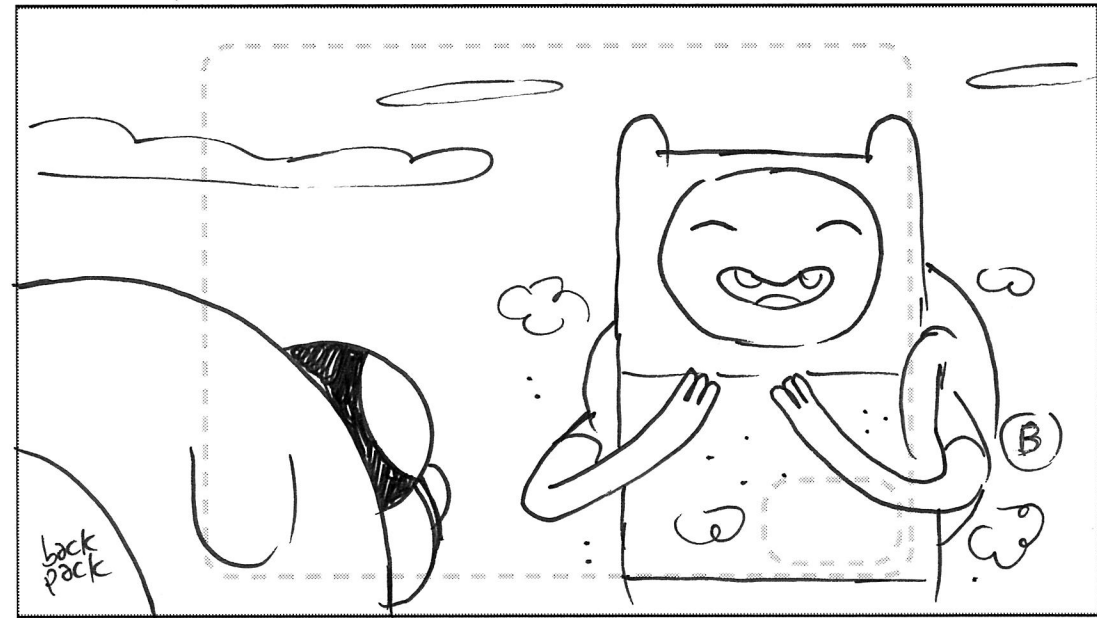


Page 126

Sc. 97 Pnl. A Bg. day night



Sc. 98 Pnl. A Bg. day night



Dialog: (J:) Finn! Hey, there you are.

(F:) Yeahh.. sorry to pop up then disappear again like that, heh heh.

Action: - Finn crawls out from Rock pile.

- Finn dusts himself off.

Timing:



EPISODE # 1034-227

Production :

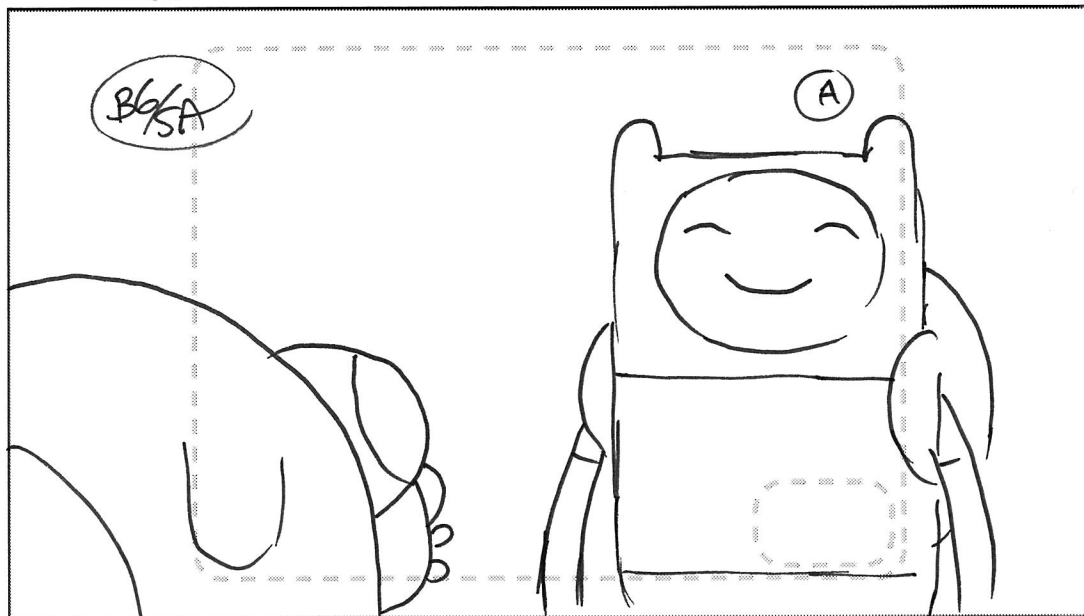
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ADVENTURE TIME

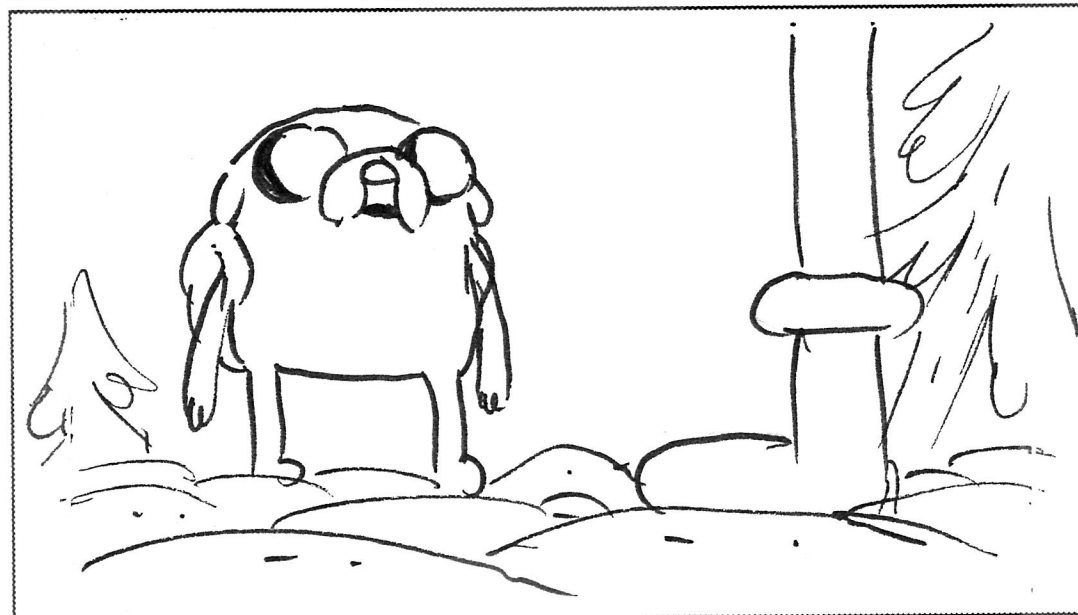


Page 127

Sc. 98 Pnl. B Bg. day night



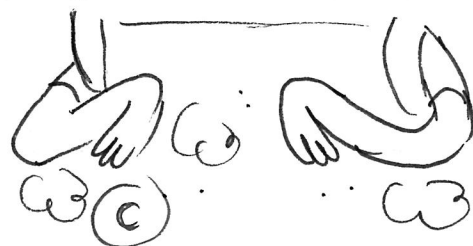
Sc. 99 Pnl. A Bg. day night



Dialog: JAKE: Again? → J: whuddo you mean? You just got here, son.

Action: F/M/N A B C B C B C A

Timing:



EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 128

Sc. 100 Pnl. A Bg. day night



Sc. 100 Pnl. B Bg. day night



Dialog:

(F:) I did?

Action:

Timing:

(F:) shoot man-
this cave has got
me straight
scrambled up & down.

-Finn furrows
his brow
in concentration.

1034-227

EPISODE #

Production :

ADVENTURE TIME



Sc. 100 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog: JAKE OS cave?

Action:

Timing:

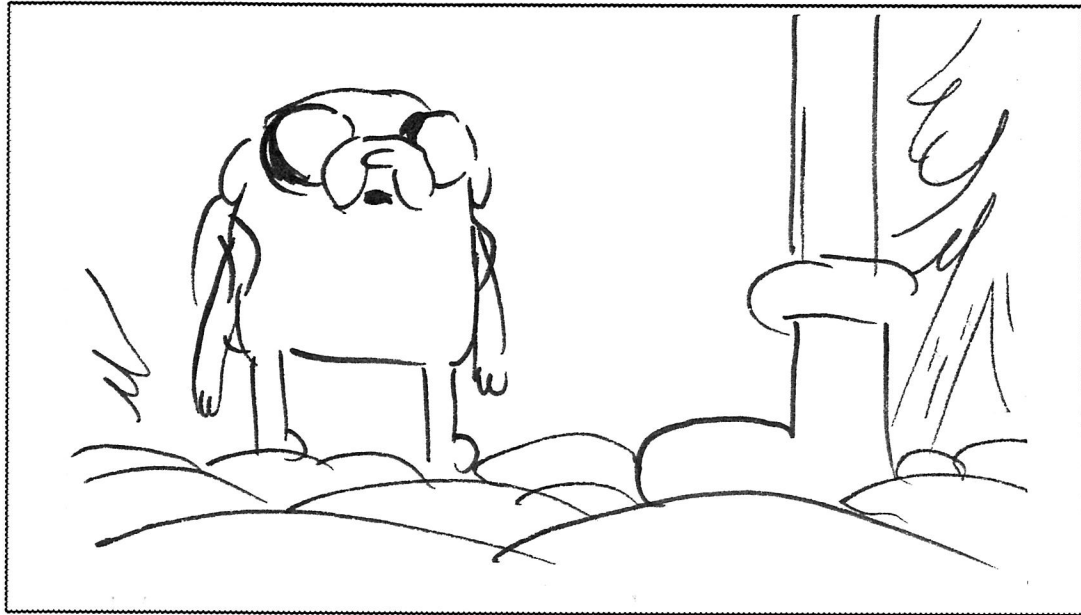
EPISODE # 1034-227

Production :

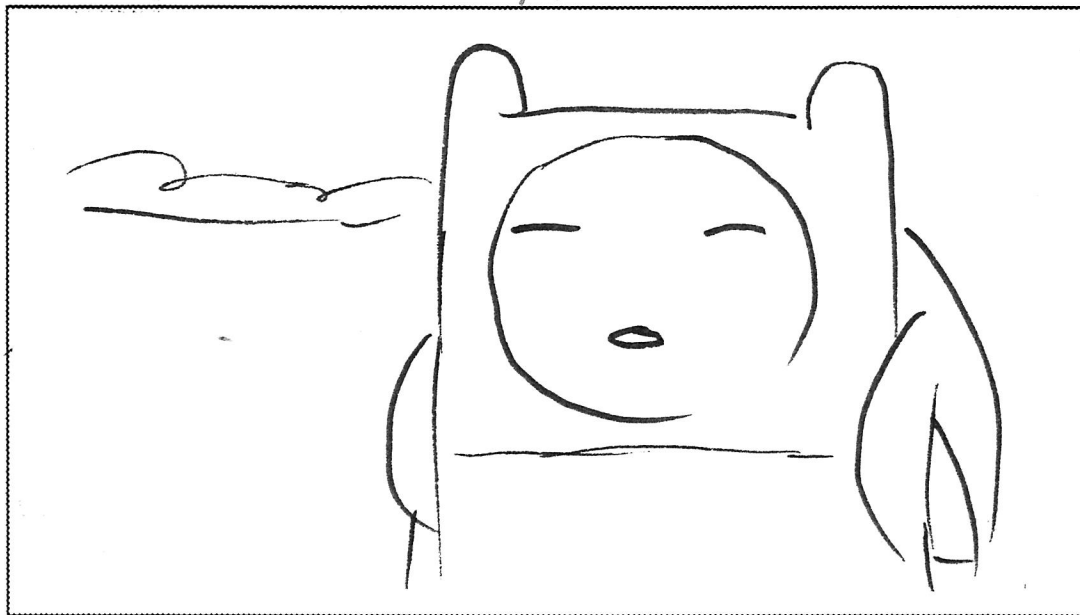
ADVENTURE TIME



Sc. 101 Pnl. A Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:	(J:) what cave?	(F) what? You..
Action:		
Timing:		

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EPISODE # 1034-227

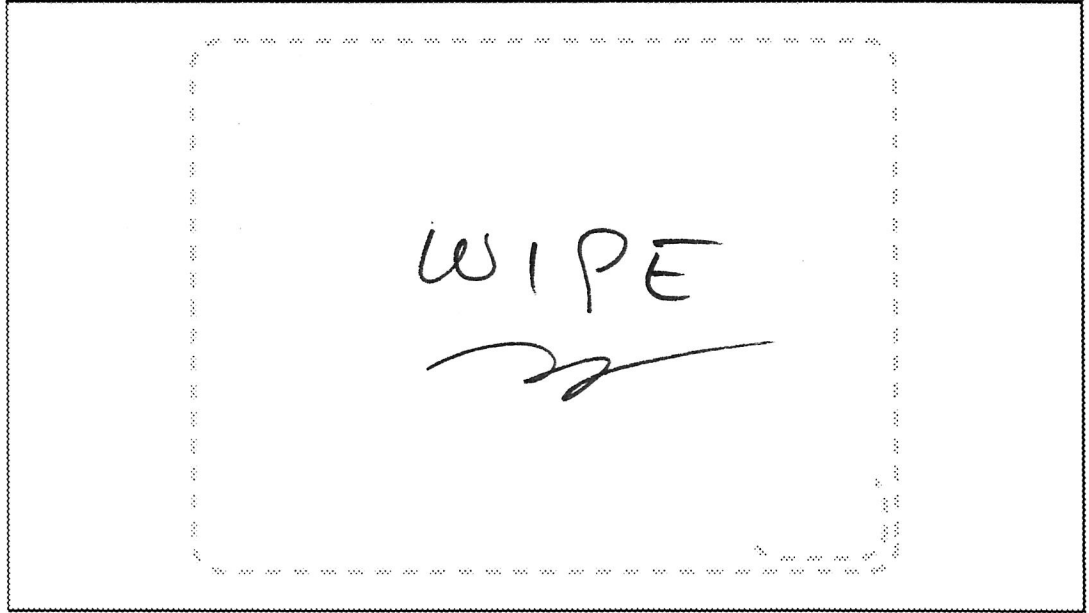
Production :

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ADVENTURE TIME



Sc. 102 Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog: (F:) oh... uh oh...

Action:

Timing:

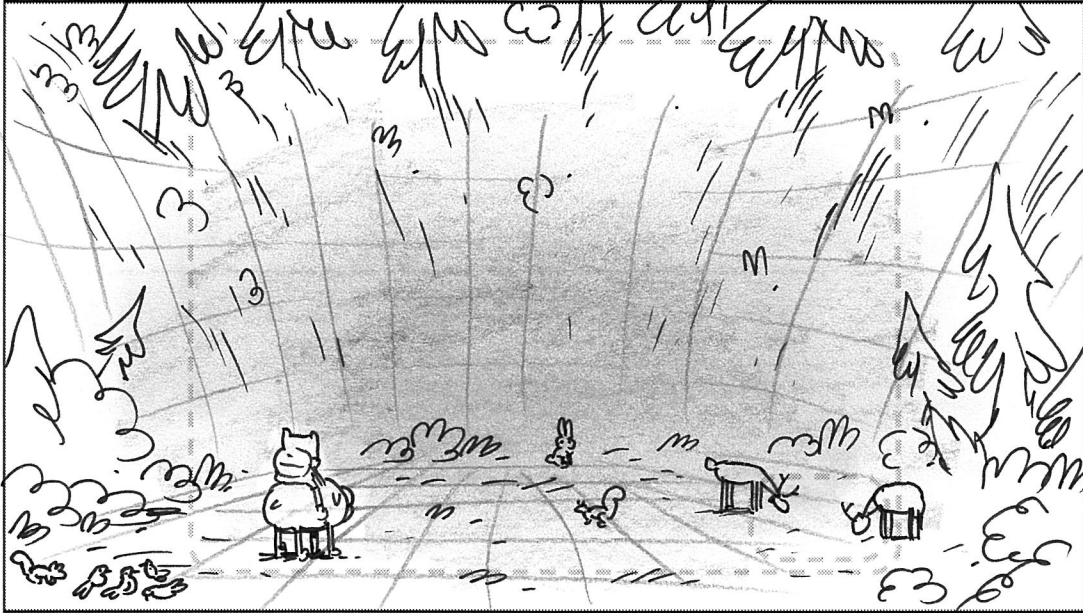
1034-227 EPISODE # Production :

ADVENTURE TIME

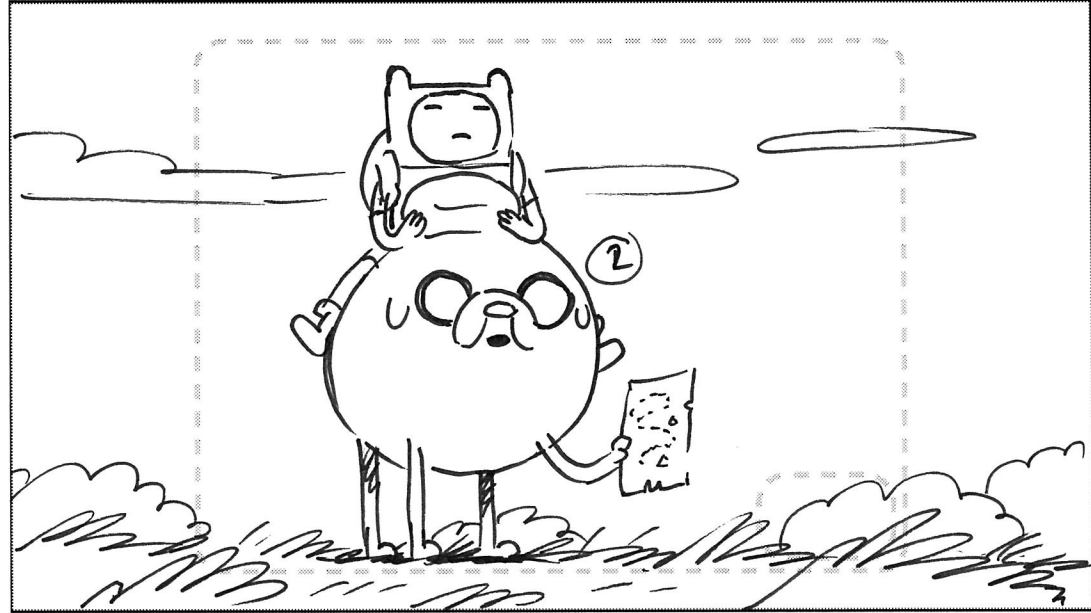


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Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

(F:) well?

(J:) well, I followed your map
(2) But there's just a buncha
grass here.

Action:

Timing:



EPISODE # 1034-227

Production :

ADVENTURE TIME



133

Page _____

Sc.

104

Pnl.

B

Bg.

day night



Sc.

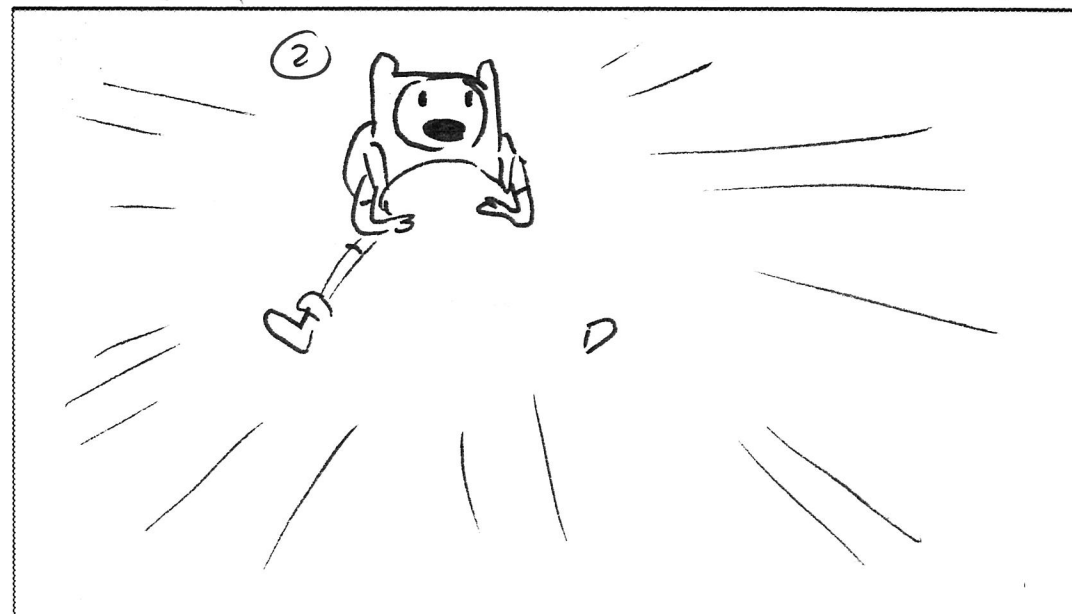
104

Pnl.

C

Bg.

day night



Dialog:

(F.)^① WHAAAT!?
 ② Lemme see!

Action:

- Finn is returned to the vault in a flash.

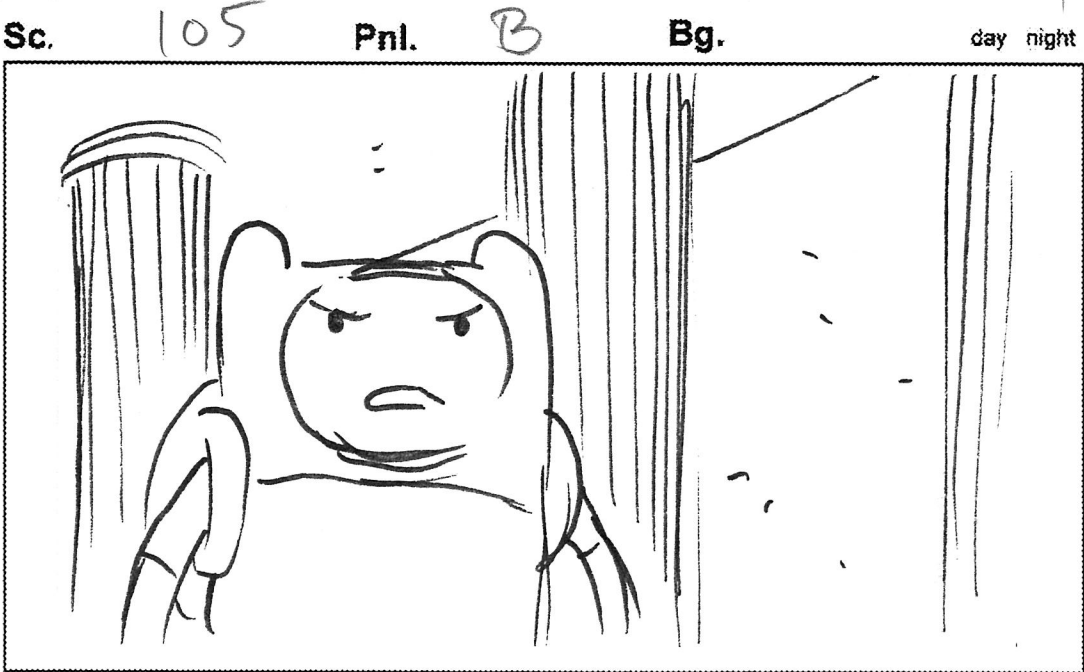
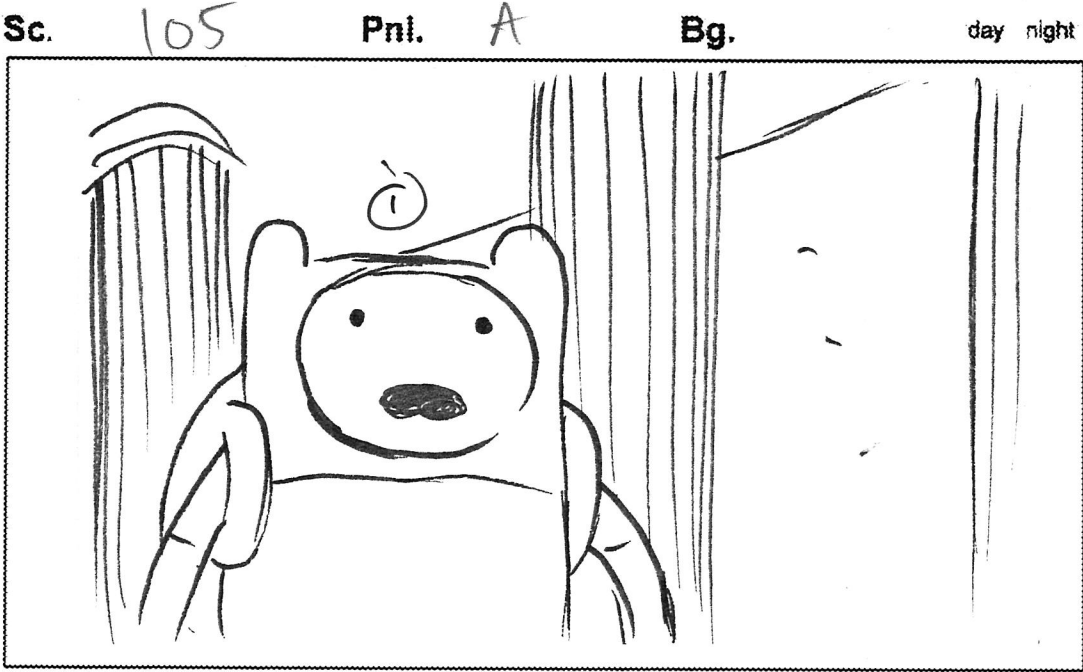
Timing:


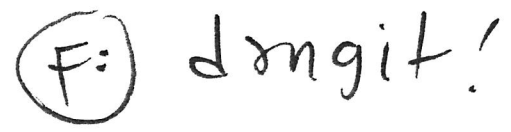
1034-227

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Action:	
Timing:	

EPISODE # 1034-227

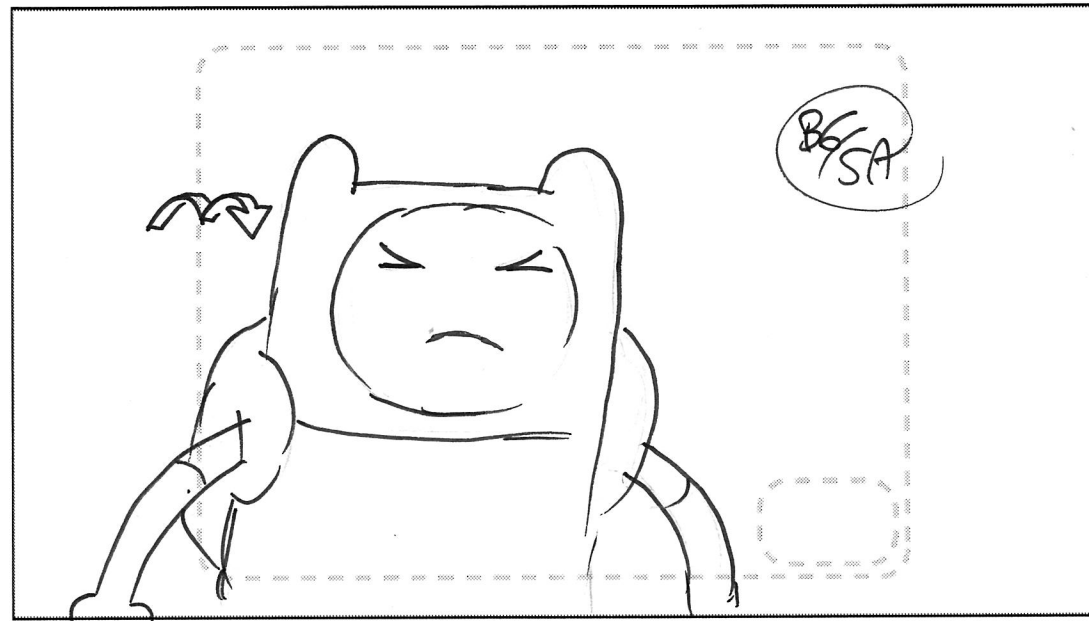
Production :

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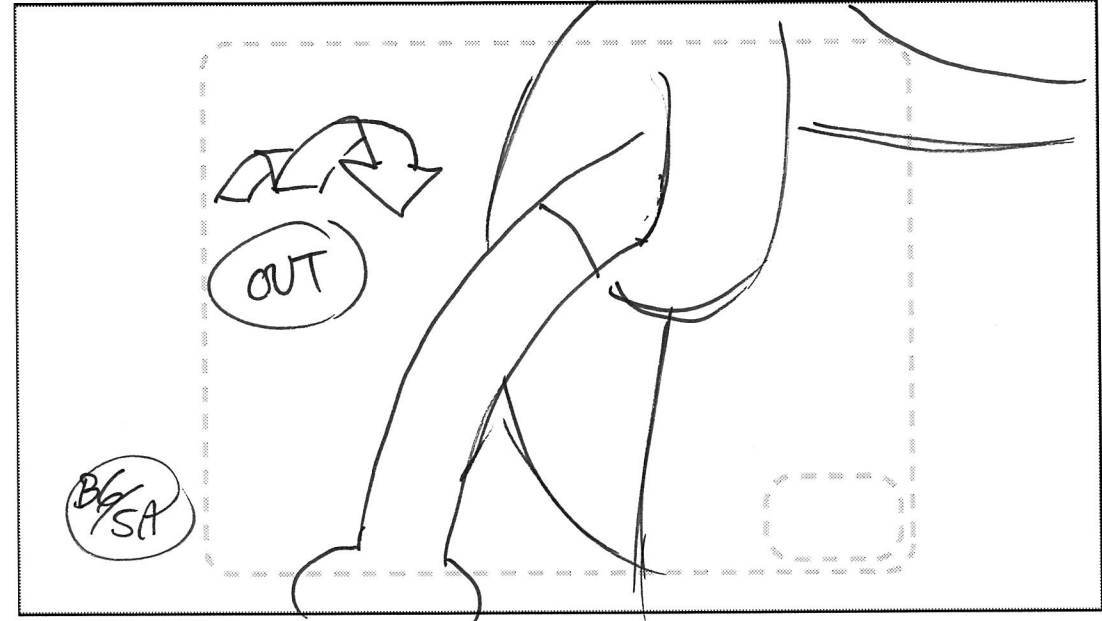
ADVENTURE TIME



Sc. 105 Pnl. C Bg. day night



Sc. 105 Pnl. D Bg. day night



Dialog:

Action: * eyes stay closed *
☹

Timing:

EPISODE # 1034-227

Production :

ADVENTURE TIME



136

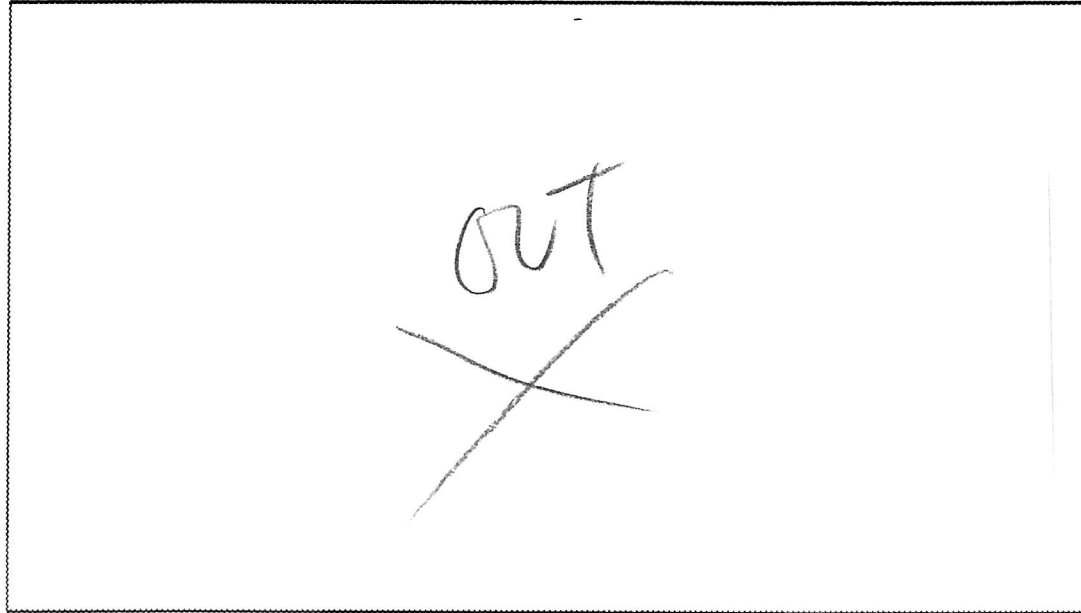
Page

Sc.

Pnl.

Bg.

day night



Sc.

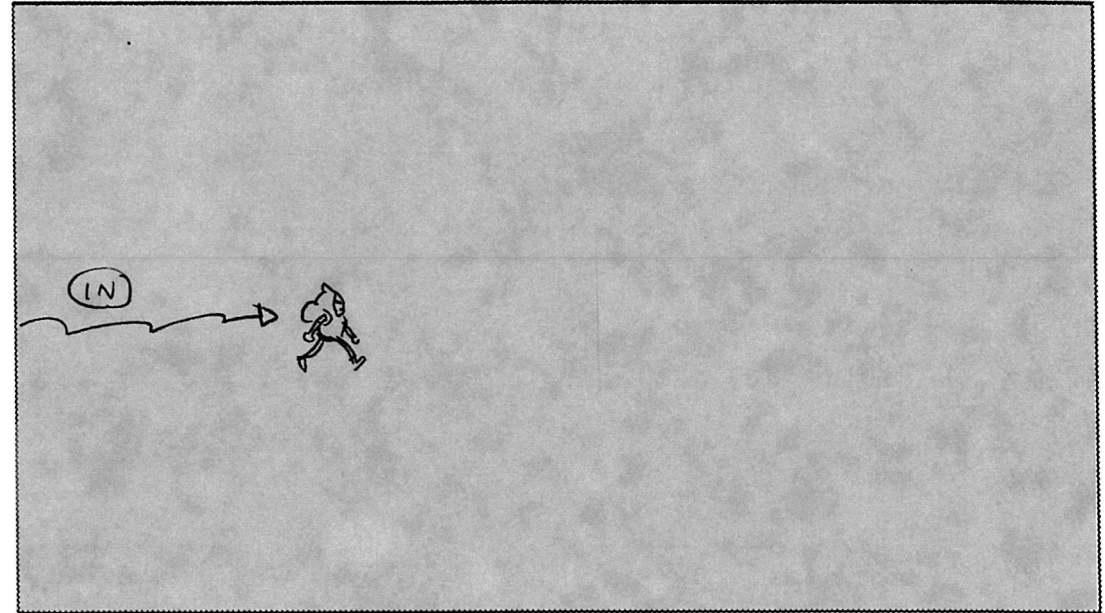
106

Pnl.

A

Bg.

day night



1034-227

EPISODE #

Dialog:

Action:

(F:) (VO)

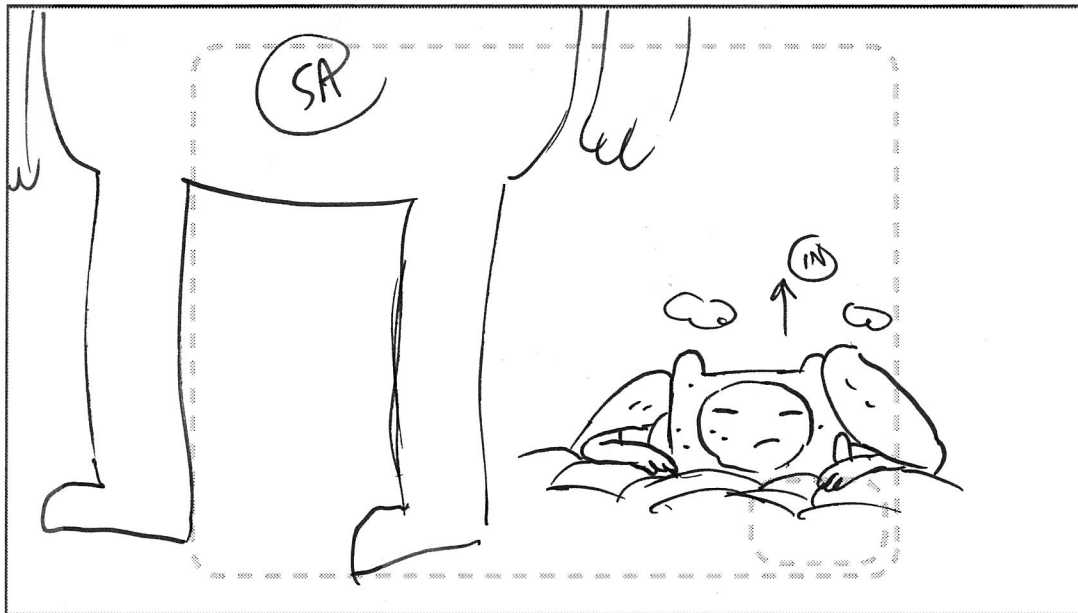
so yeah,
everything I
did to →

ADVENTURE TIME

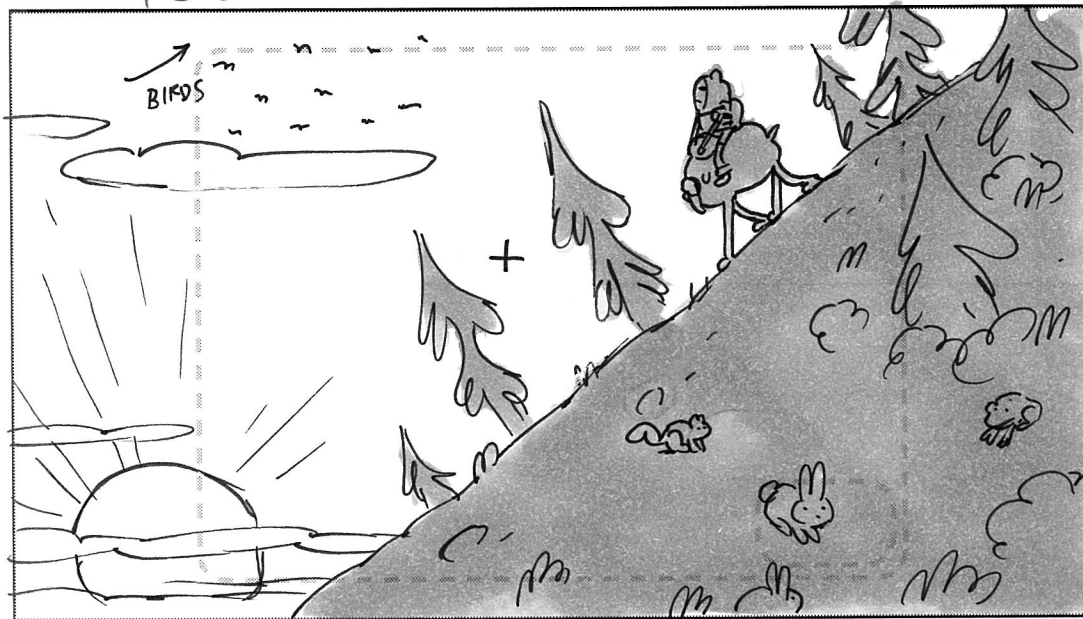


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Sc. 107 Pnl. A Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog:	(F)(VO) → try to make sense of the maze, or to play it safe, →
Action:	
Timing:	

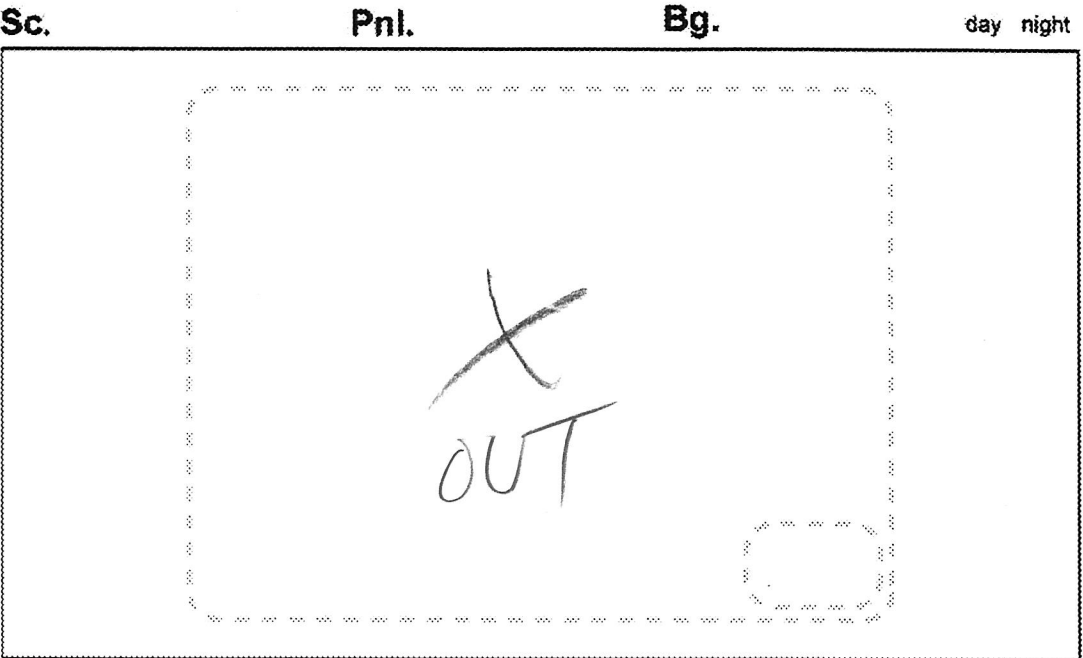
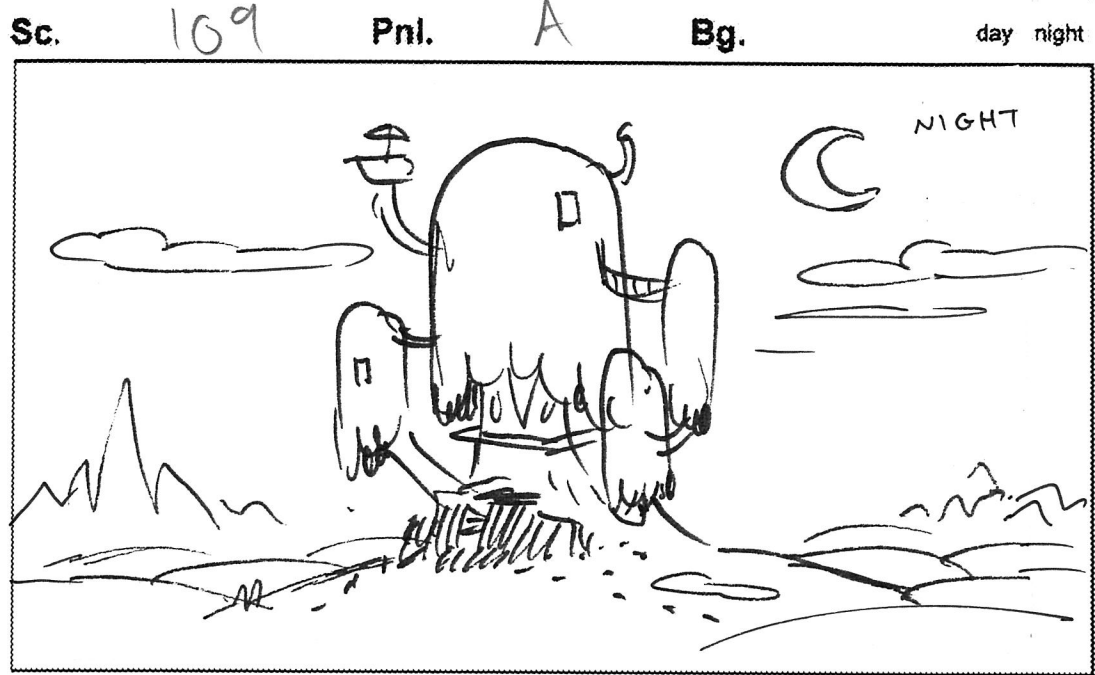


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EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

(F:VO) → - totally backfired.

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EPISODE #

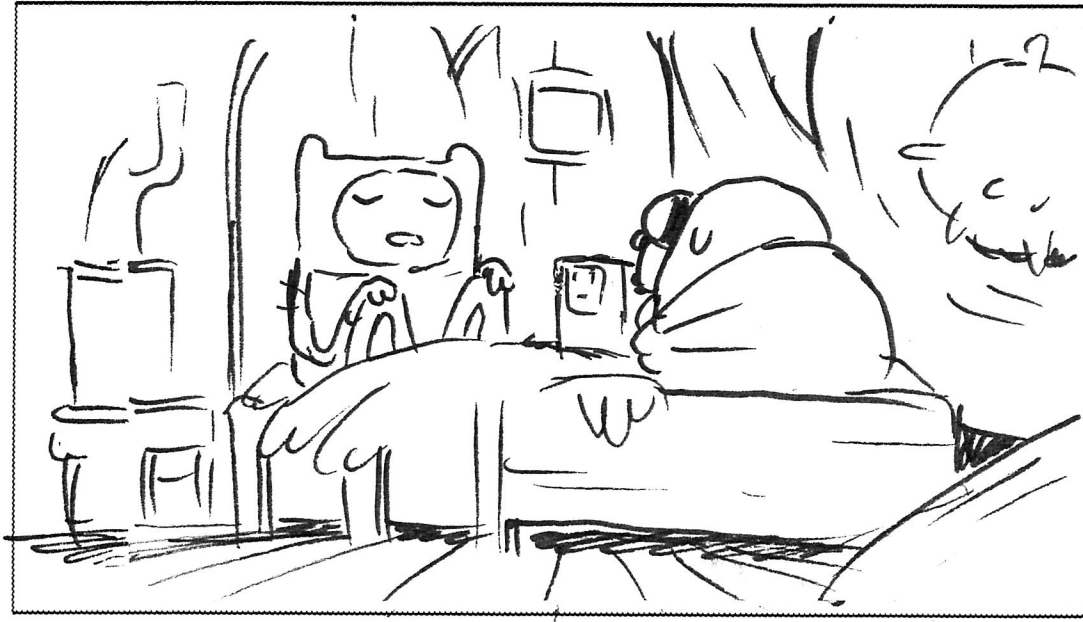
Production :

ADVENTURE TIME

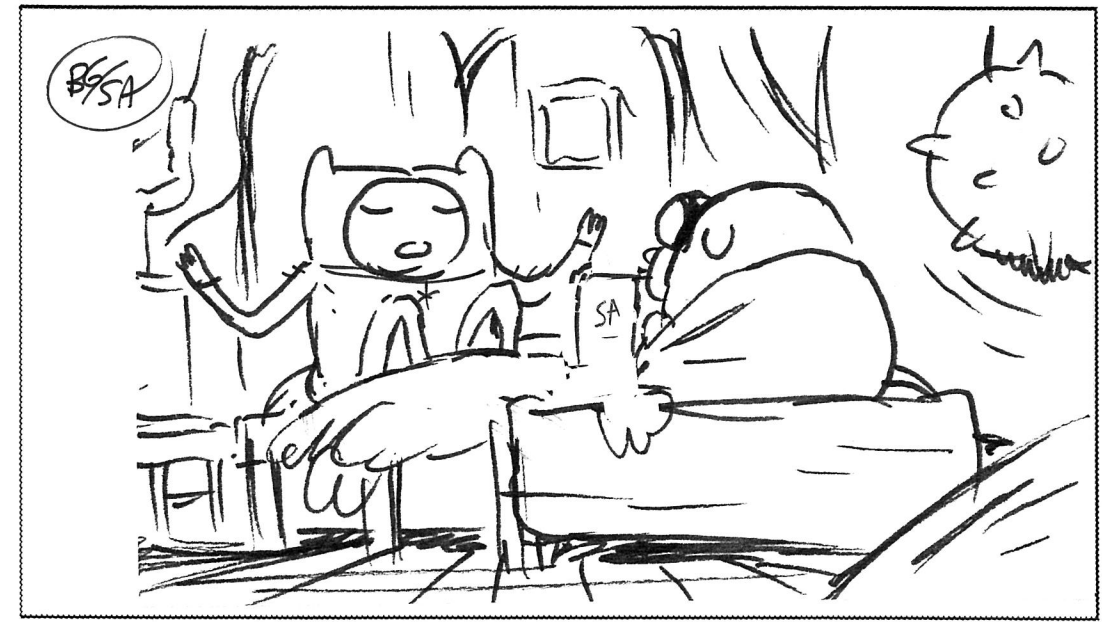


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Sc. 110 Pnl. A Bg. day night



Sc. 110 Pnl. B Bg. day night

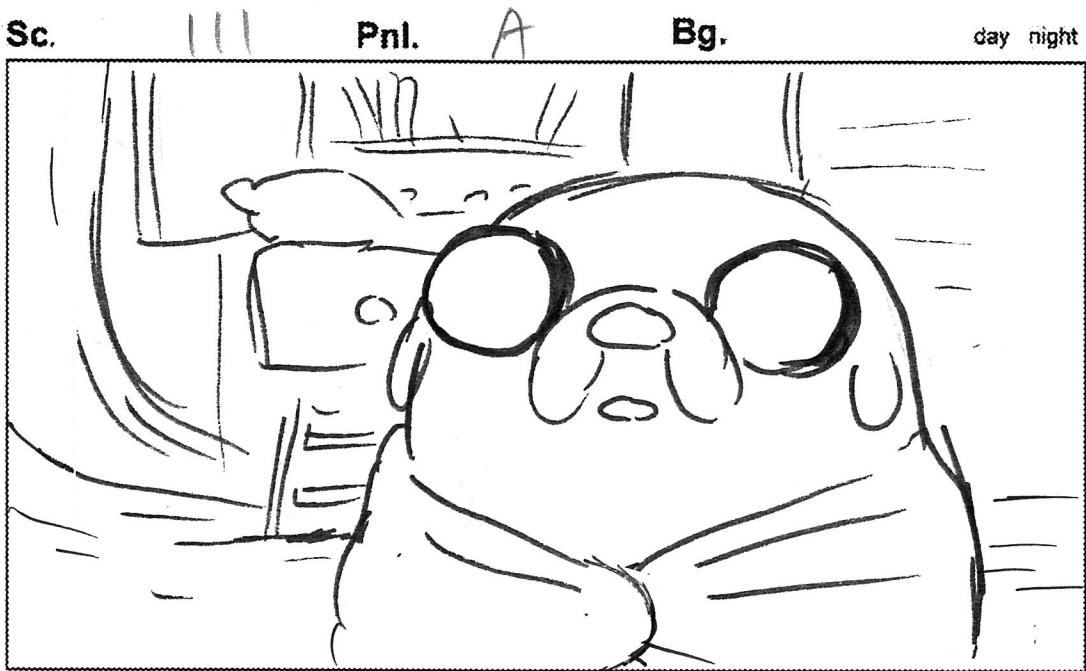
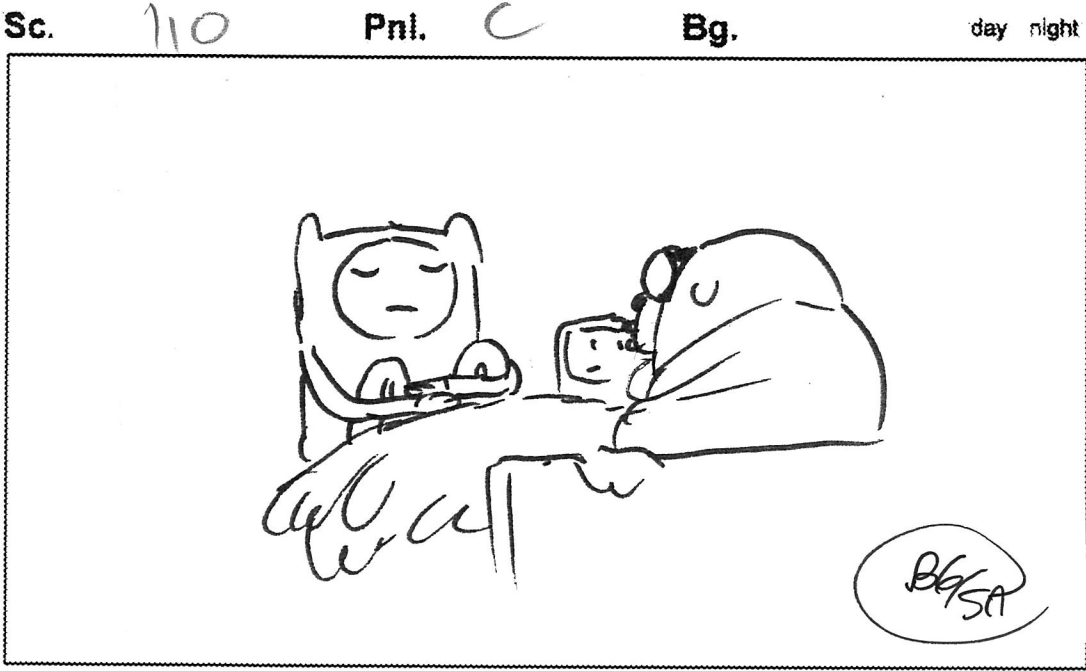


Dialog:	(F) → but when I got fed up, and started just charging in willy-nilly	(F) → I was able to get to the end and find you.
Action:		
Timing:		

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EPISODE # 1034-227
Production :

ADVENTURE TIME



Dialog:	(J:) And then the whole thing disappeared...	(J:) But I wonder how come I don't remember any of it.
Action:		
Timing:		

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EPISODE # 1034-227

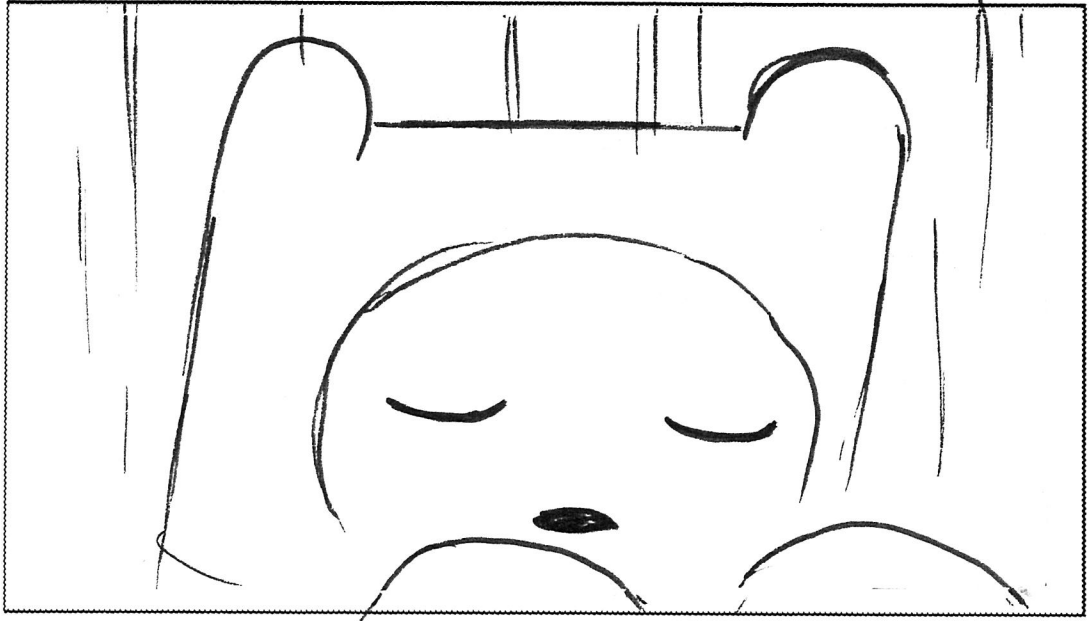
Production :

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ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 Pnl. B Bg. day night



Dialog:	(F:) I don't know...	(F) → I'm just hoping,
Action:		
Timing:		

EPISODE # 1034-227
Production :

ADVENTURE TIME



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Sc.

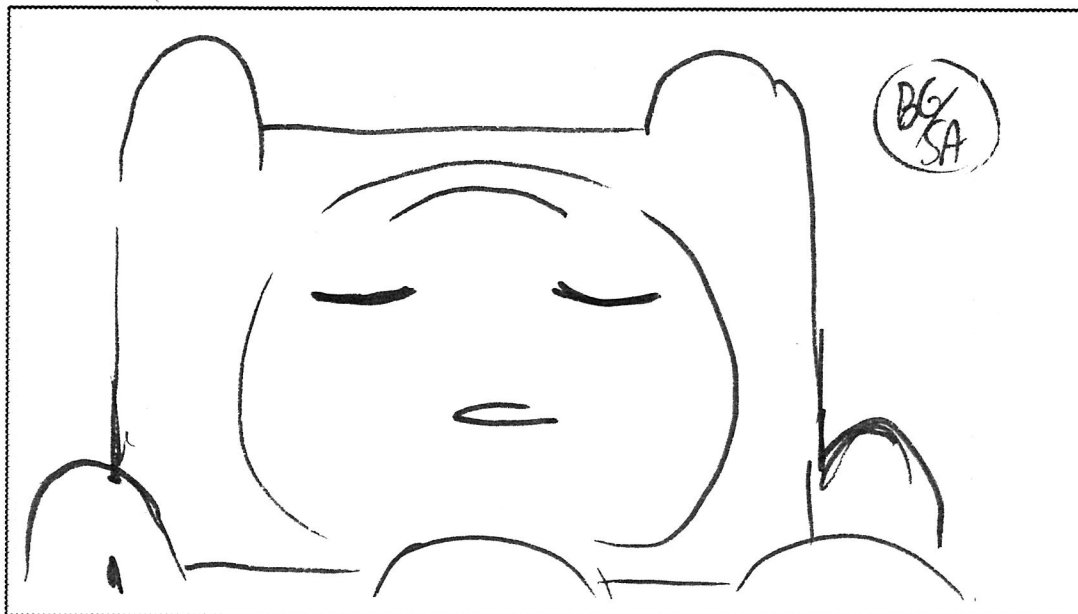
112

Pnl.

C

Bg.

day night



Sc.

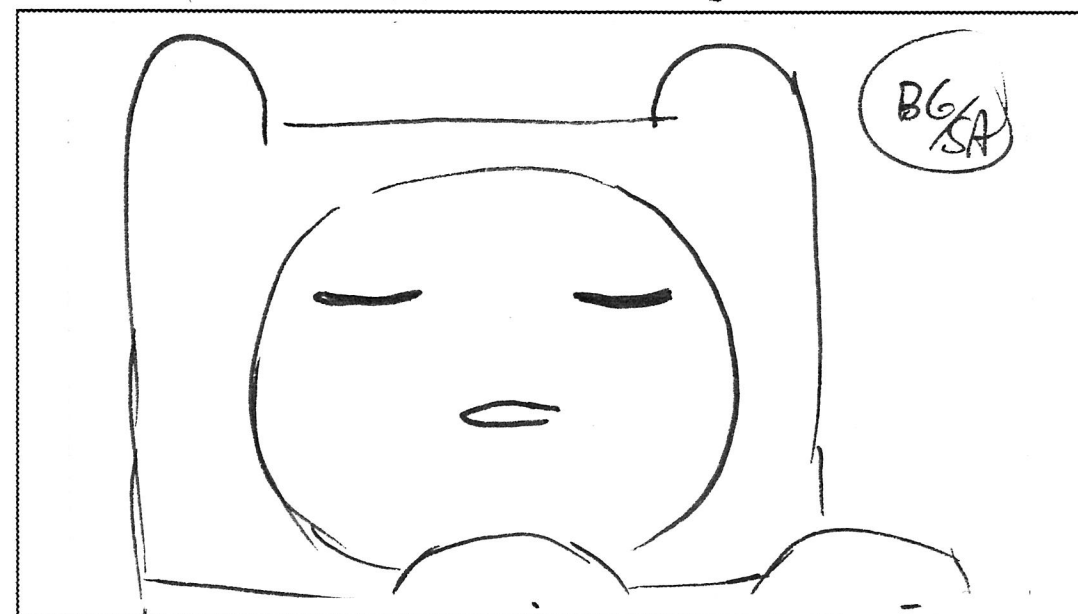
112

Pnl.

D

Bg.

day night



Dialog:

(F:) → maybe if
I sleep it
off,

Action:

Timing:

(F:) → maybe I'll
be better in
the morning.

EPISODE # 1034-227

Production :

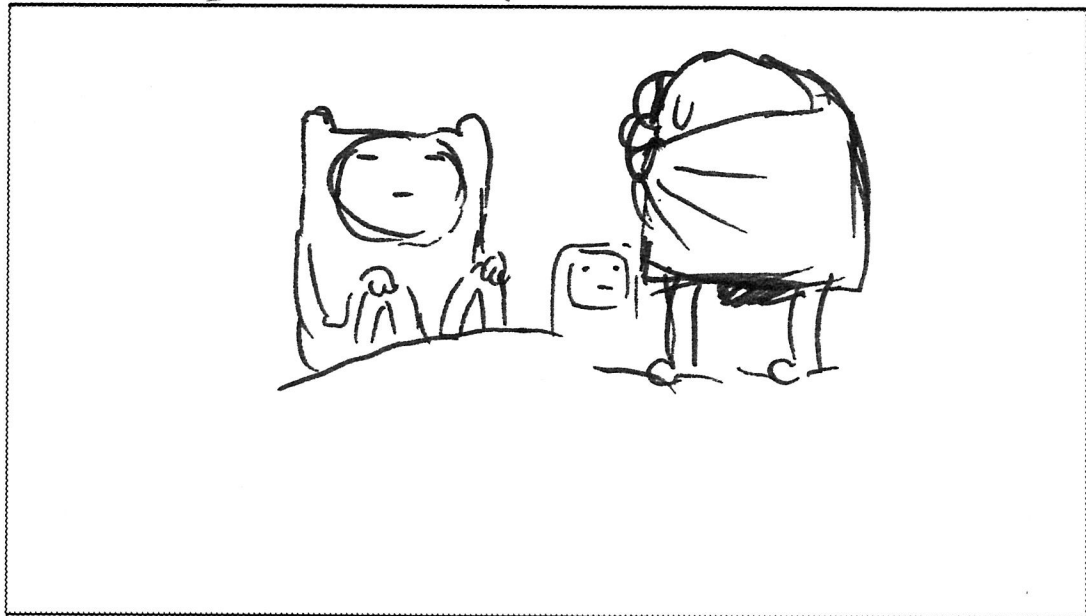
ADVENTURE TIME



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Sc. 113 Pnl. A Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:

(J:) okay, well...

Action:



Timing:

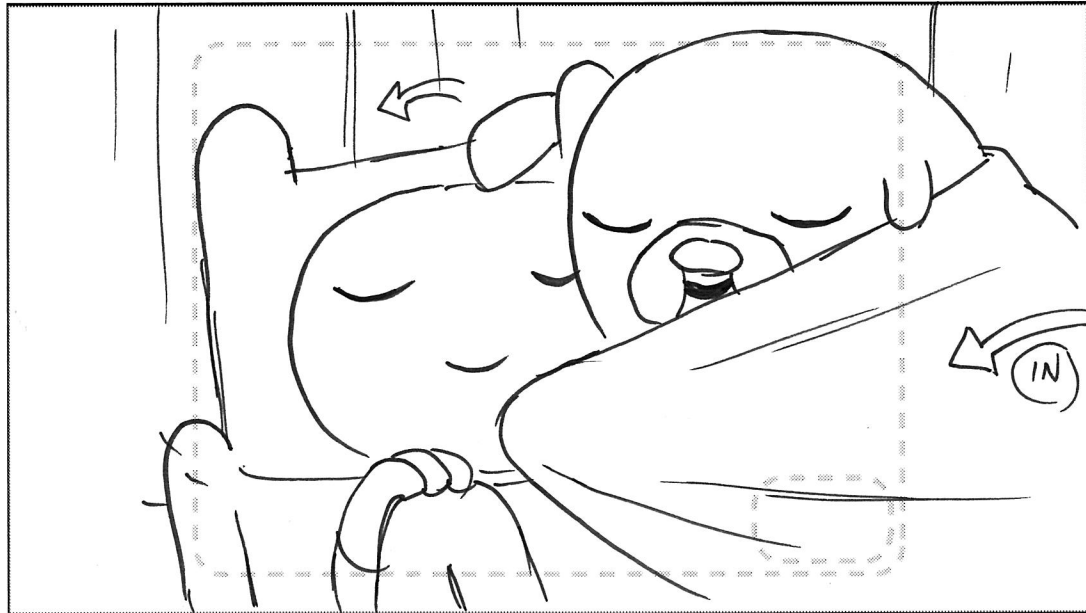
EPISODE # 1034-227

Production :

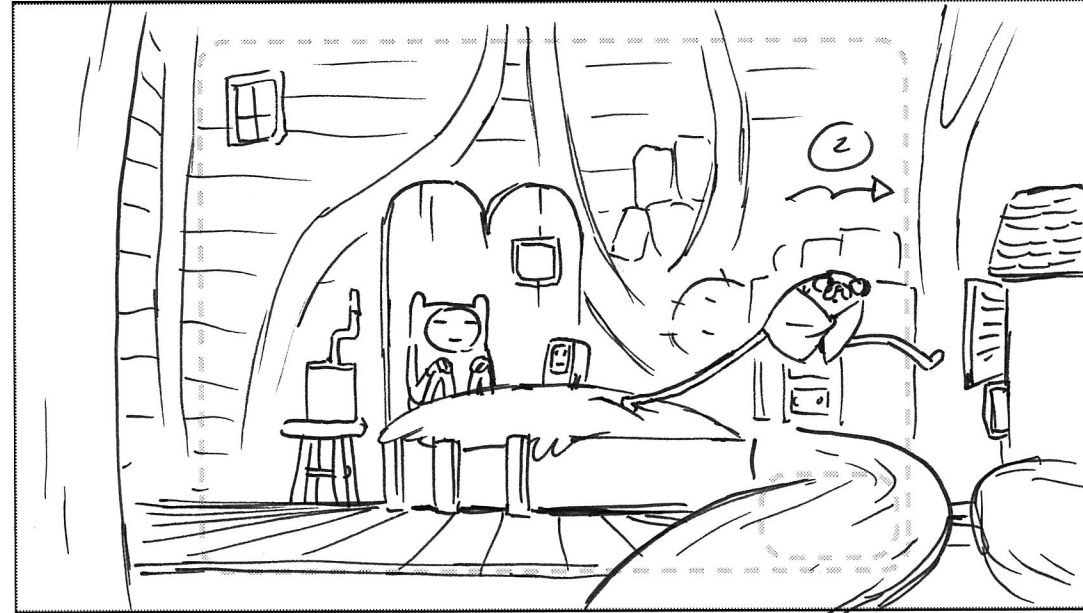
ADVENTURE TIME



Sc. 114 Pnl. B Bg. day night



Sc. 115 Pnl. A Bg. day night



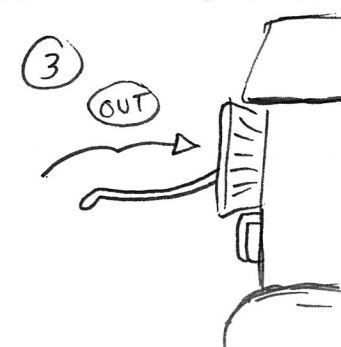
Dialog: JAKE: ① G'night buddy
② ≡ kiss ≡

③ I hope you feel better

- Jake stretches over to his own bed

Action: - Jake hugs
& kisses Finn.

Timing:



1034-227
EPISODE #

Production :

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ADVENTURE TIME



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Sc.

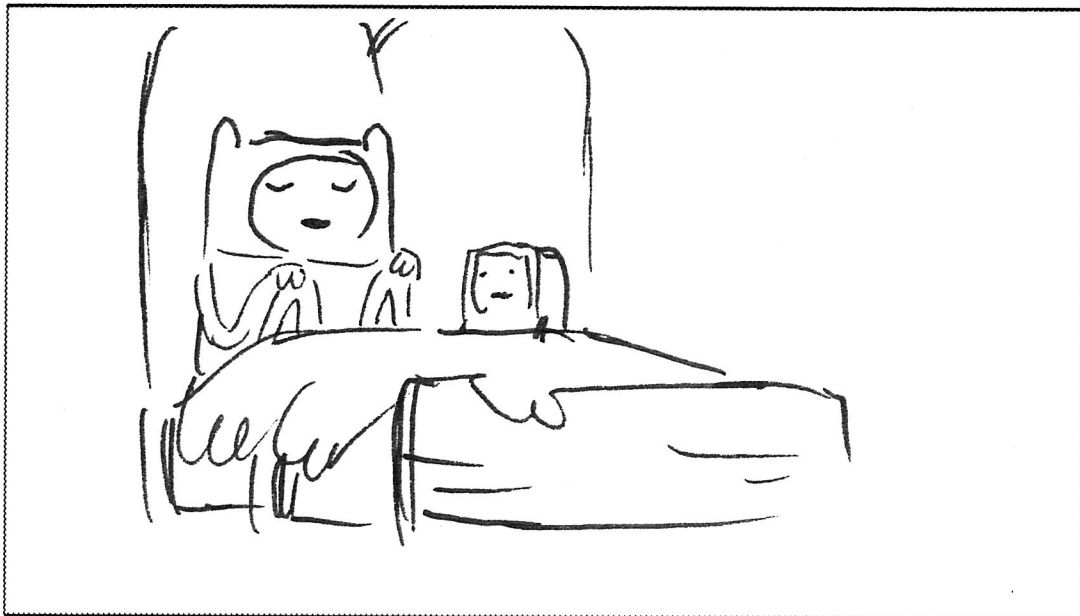
116

Pnl.

A

Bg.

day night



Sc.

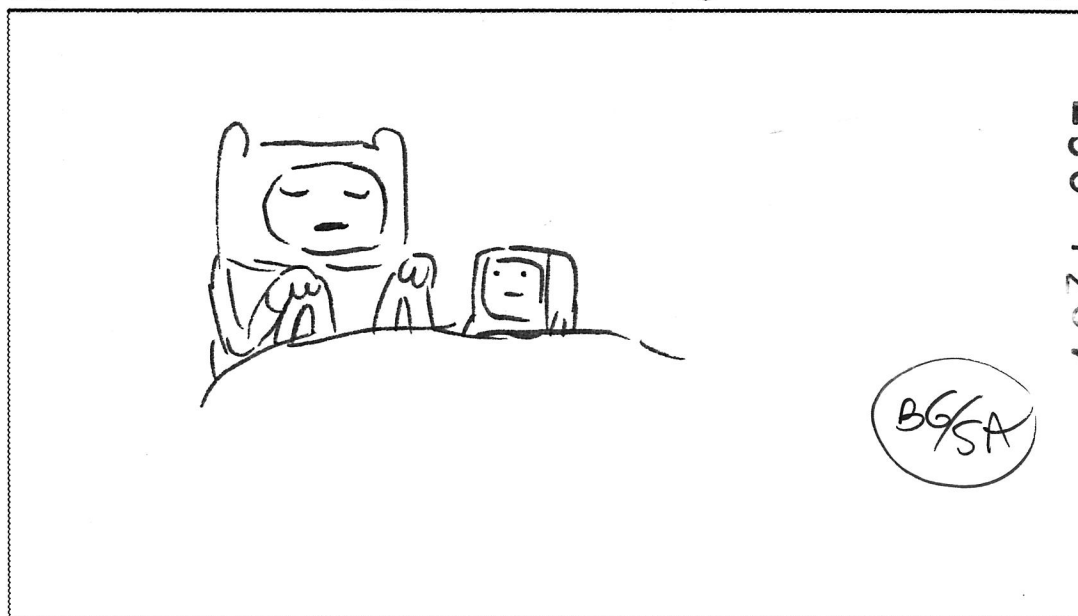
116

Pnl.

B

Bg.

day night



1034-227

EPISODE #

Production :

Dialog:

(F) thanks
Jake.

Action:

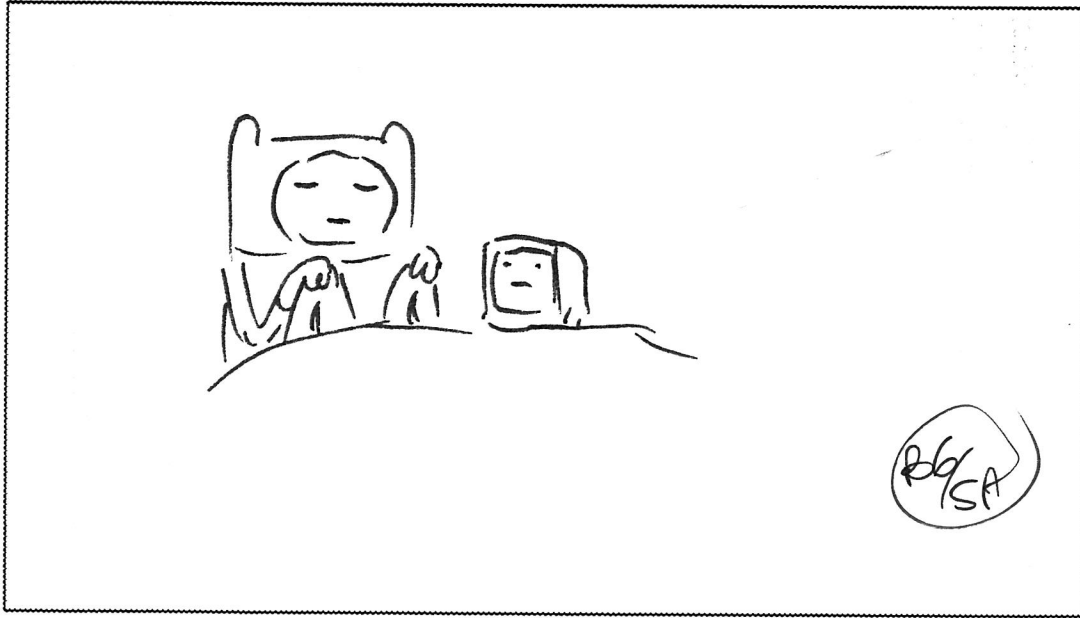
Timing:

(F:) g'night.

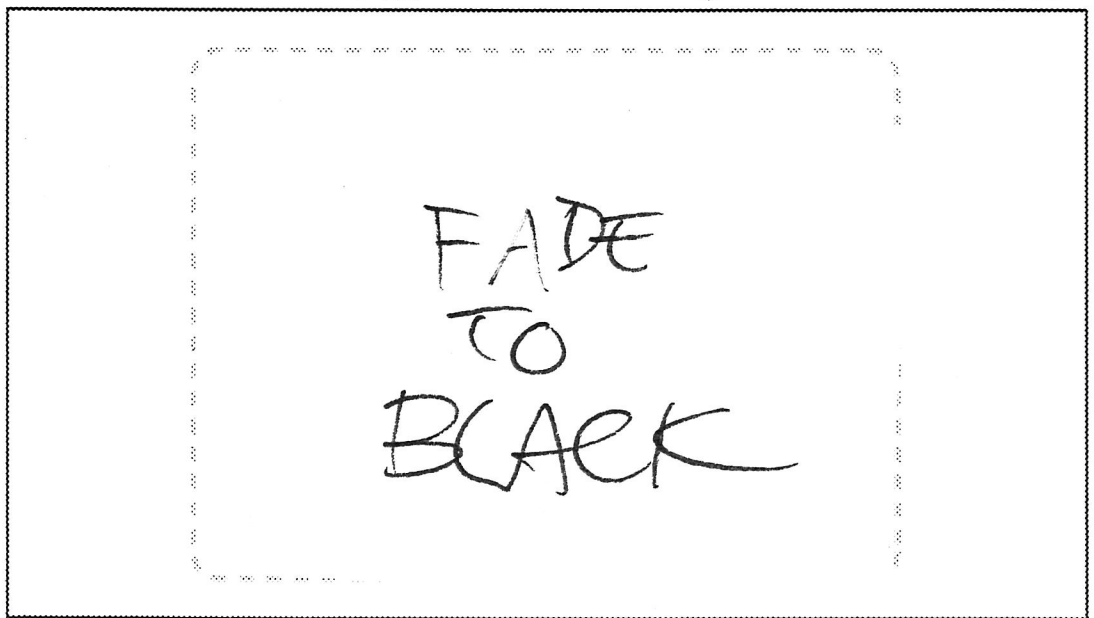
ADVENTURE TIME



Sc. 116 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	- BEAT -
Action:	
Timing:	

1034-227
EPISODE #

Production :

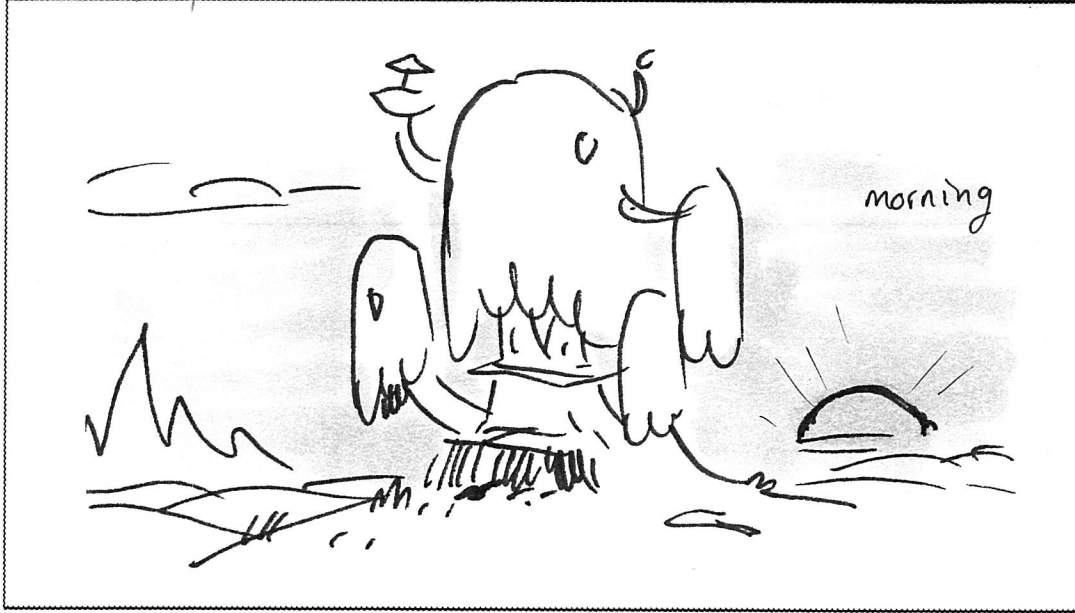
ADVENTURE TIME



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Page

Sc. 117 Pnl. A Bg. day night



Sc. 118 Pnl. A Bg. day night



Dialog:	(BMO) wake, ...	(F.) (Best)... Yes.
Action:	you wake?	
Timing:		

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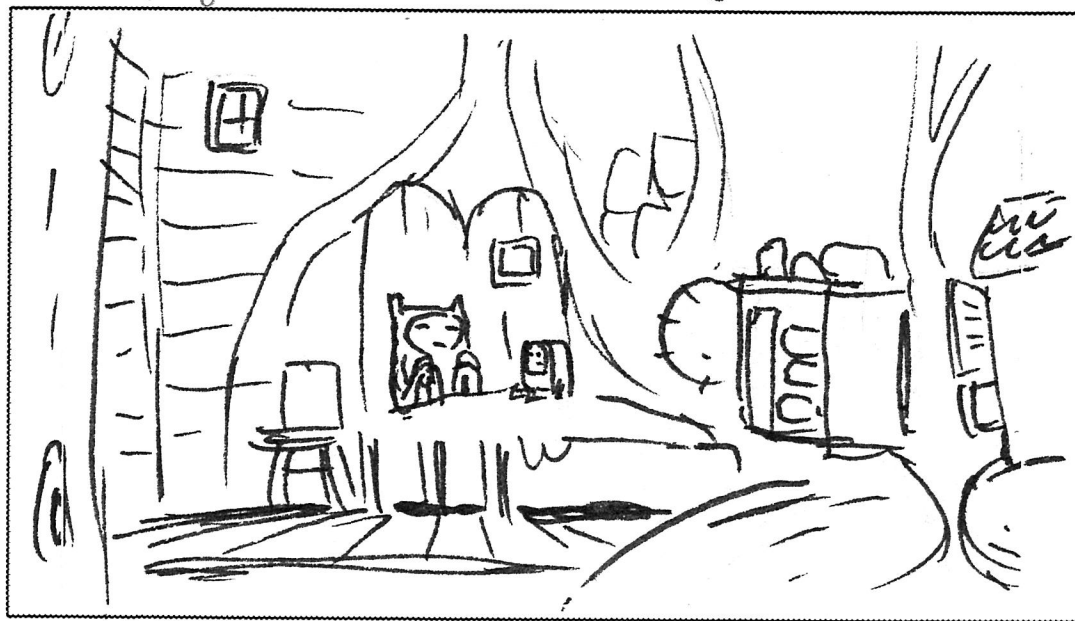
EPISODE # 1034-227

Production :

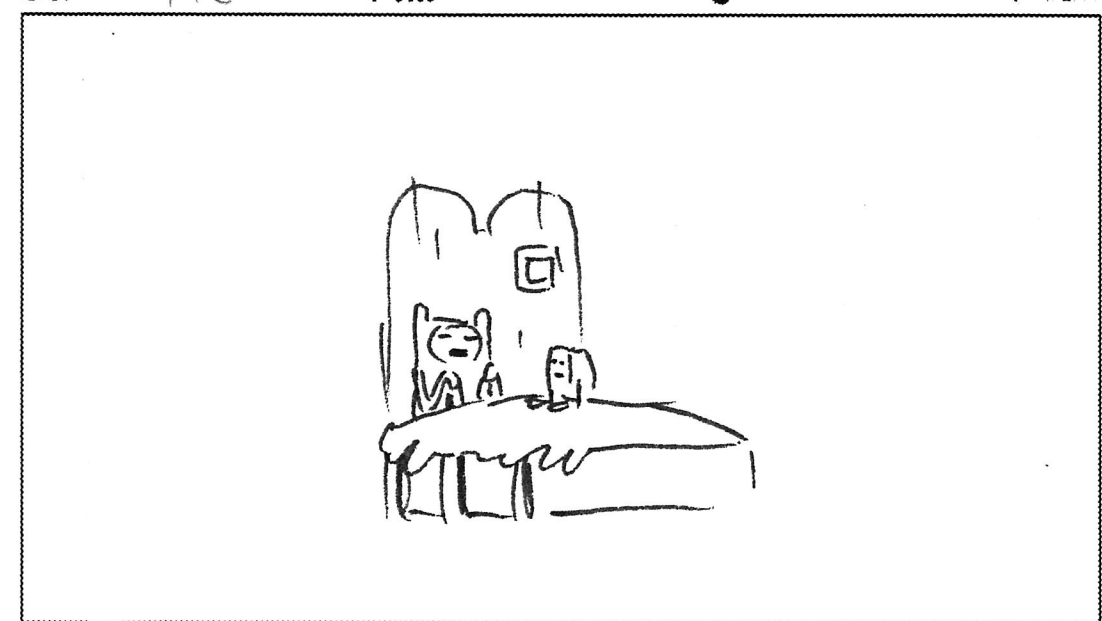
ADVENTURE TIME



Sc. 118 Pnl. B Bg. day night



Sc. 118 Pnl. C Bg. day night



Dialog:

Bmo: Did you
sleep at
all last night?

Action:

F: ^(beat) ... I don't
think so.

Timing:

1034-227
EPISODE #

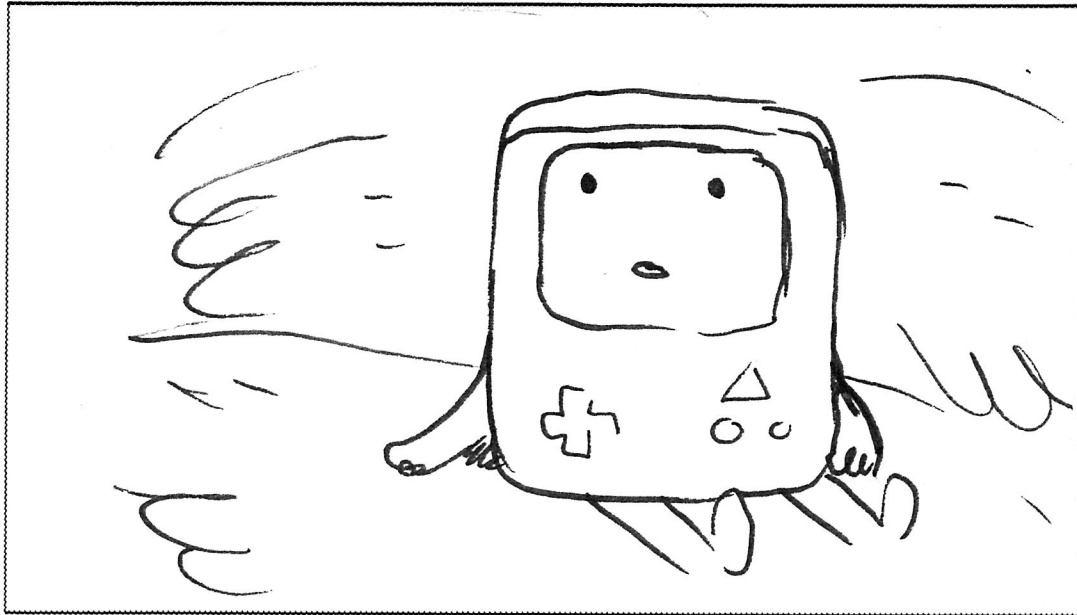
Production :

ADVENTURE TIME



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Page _____

Sc. 119 Pnl. A Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:	(BMO) are you gonna open your eyes now?	(F:) mm... maybe.
Action:		
Timing:		

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EPISODE #
Production :

ADVENTURE TIME



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Sc. 121

Pnl. A

Bg.

day night

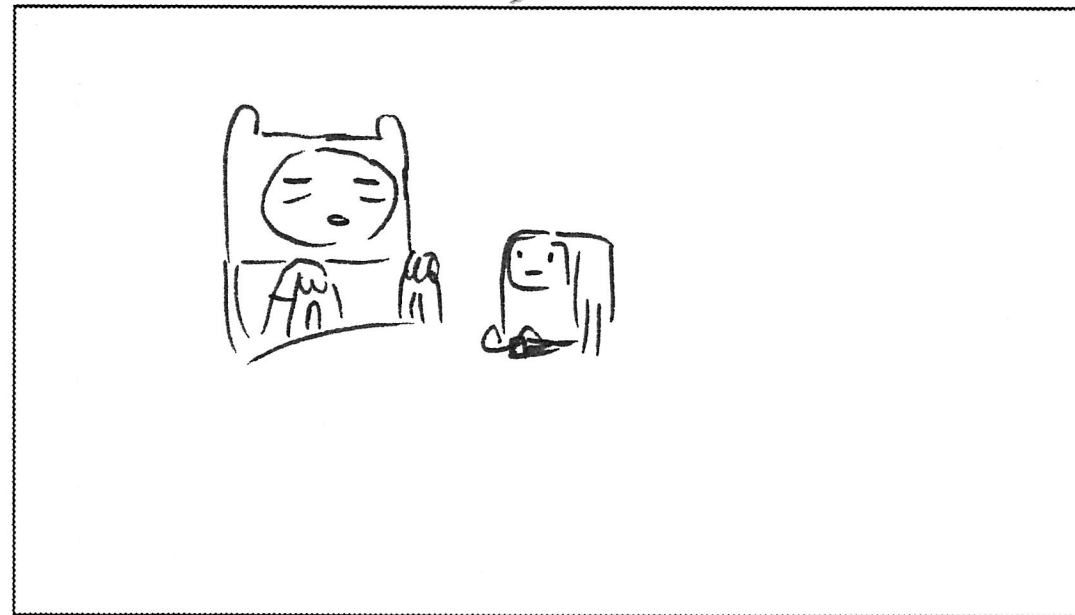


Sc. 121

Pnl. B

Bg.

day night



Dialog:

(BMO.) are you
scared?

(F.) no.

Action:

Timing:

EPISODE # 1034-227

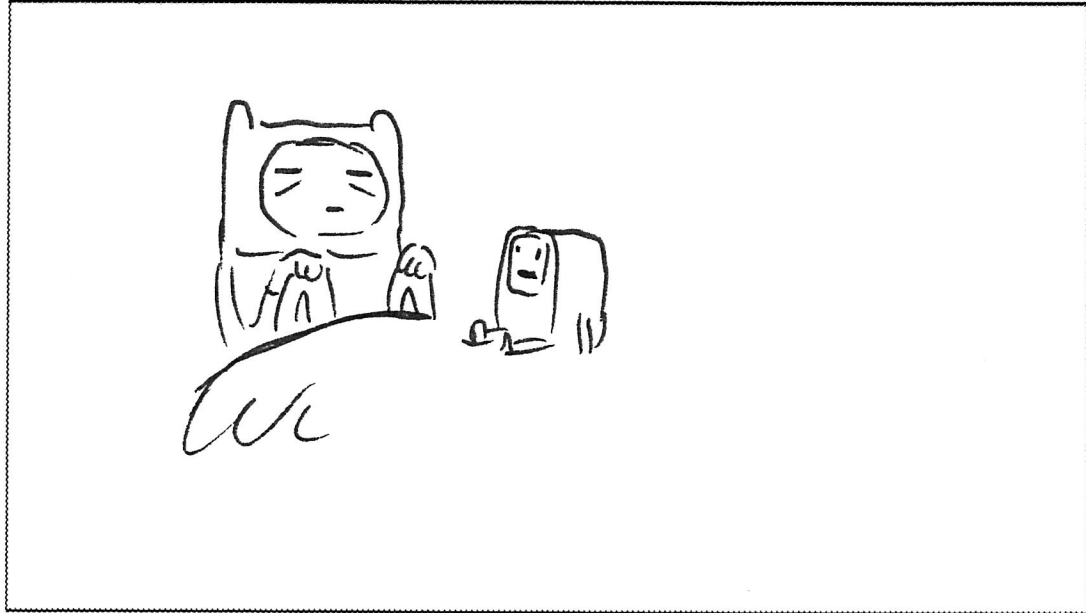
Production :

ADVENTURE TIME

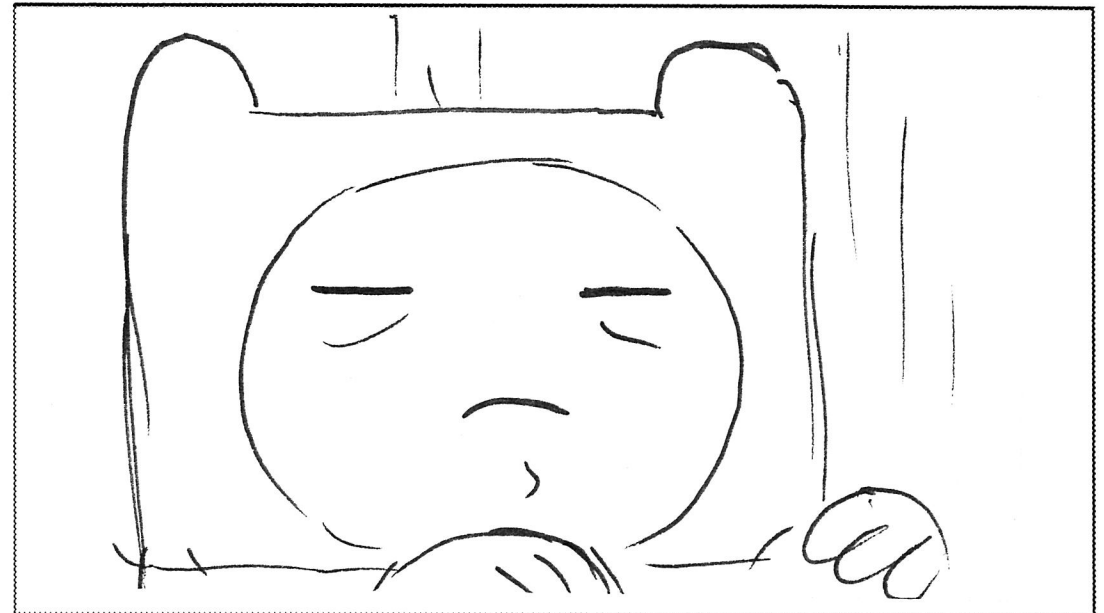


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Sc. 121 Pnl. C Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	(BMO) then do it.		(F:) * GULP *	
Action:			- Finn swallows	
Timing:				

1054-227

EPISODE #

Production :

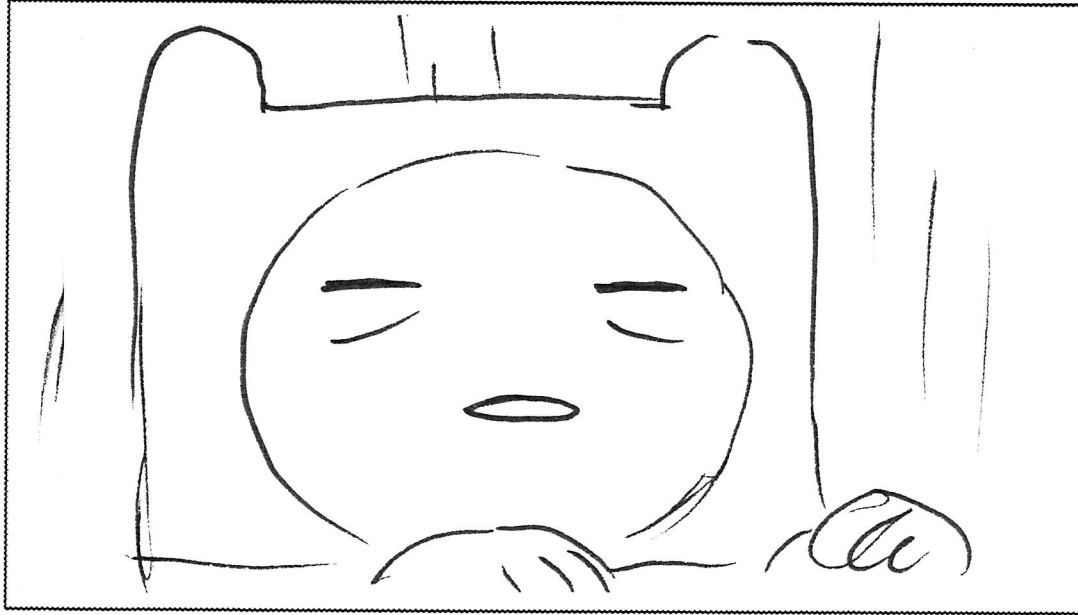
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ADVENTURE TIME



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Sc. 122 Pnl. B Bg. day night



Sc. 122 Pnl. C Bg. day night



Dialog:

(F:) okay -
on three.

Action:

(2) (hands
out)

Timing:

(F) 1 ... 2 ..

(BMO OS) 1 ... 2 ...

EPISODE # 11134-227

Production :

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ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night

Sc. 123 Pnl. B Bg. day night

Dialog:	(F:) ... 3.
Action:	- Finn opens his eye.
Timing:	

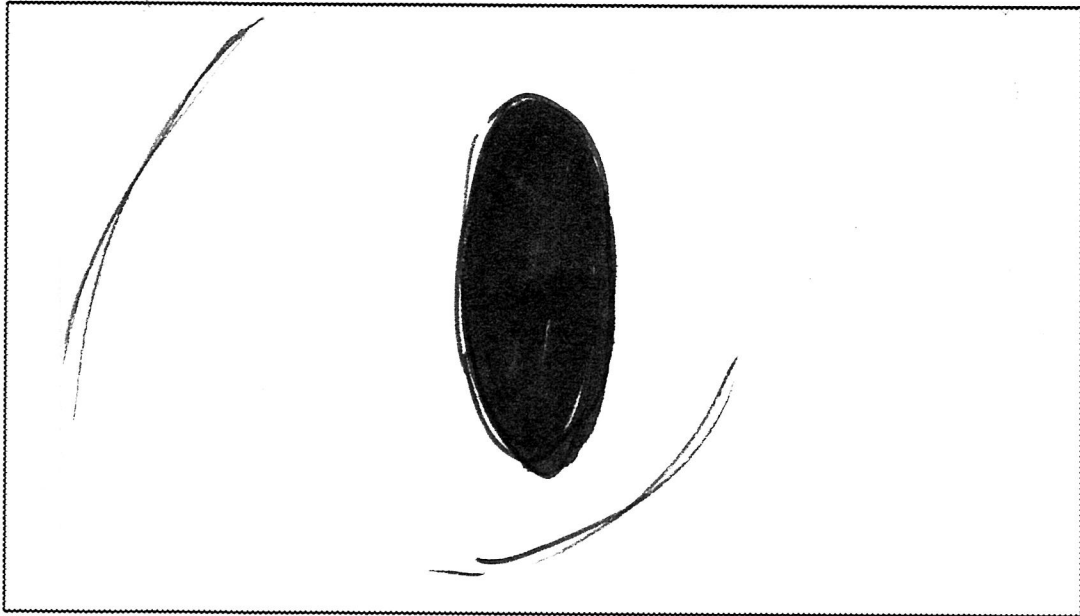
EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc. 123 Pnl. C Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:	- BEAT.... -
Action:	
Timing:	

EPISODE # 1034-227

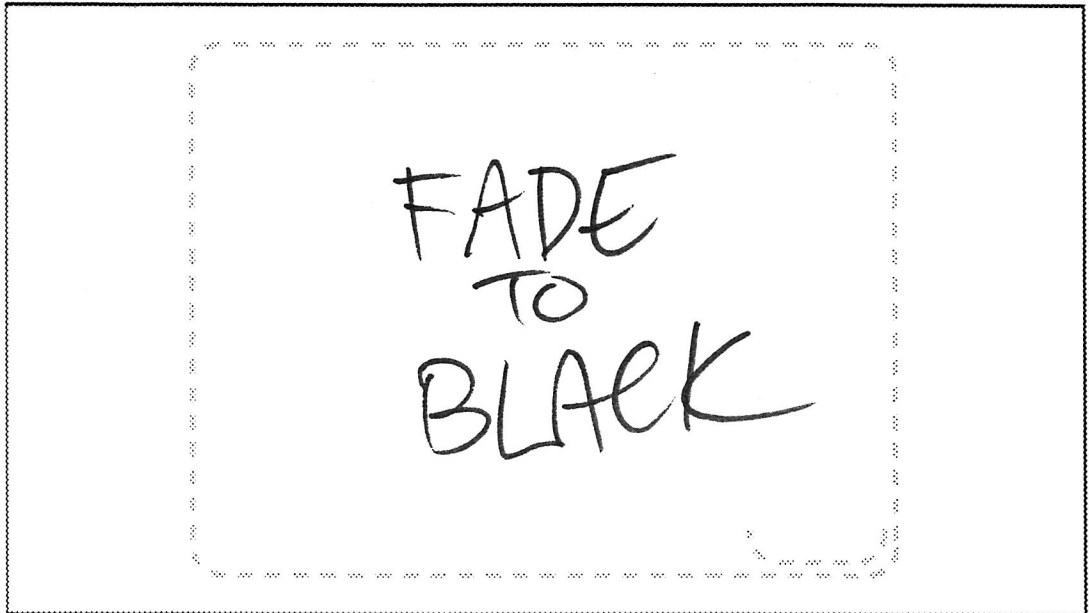
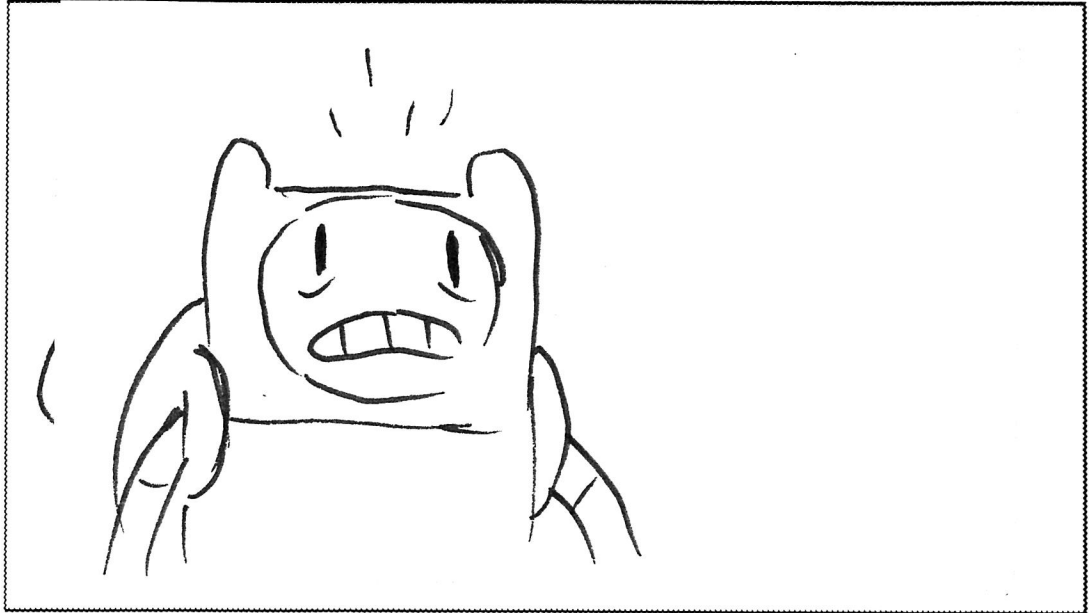
Production :

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ADVENTURE TIME



Sc. 124 Pnl. B Bg. day night Sc. Pnl. Bg. day night



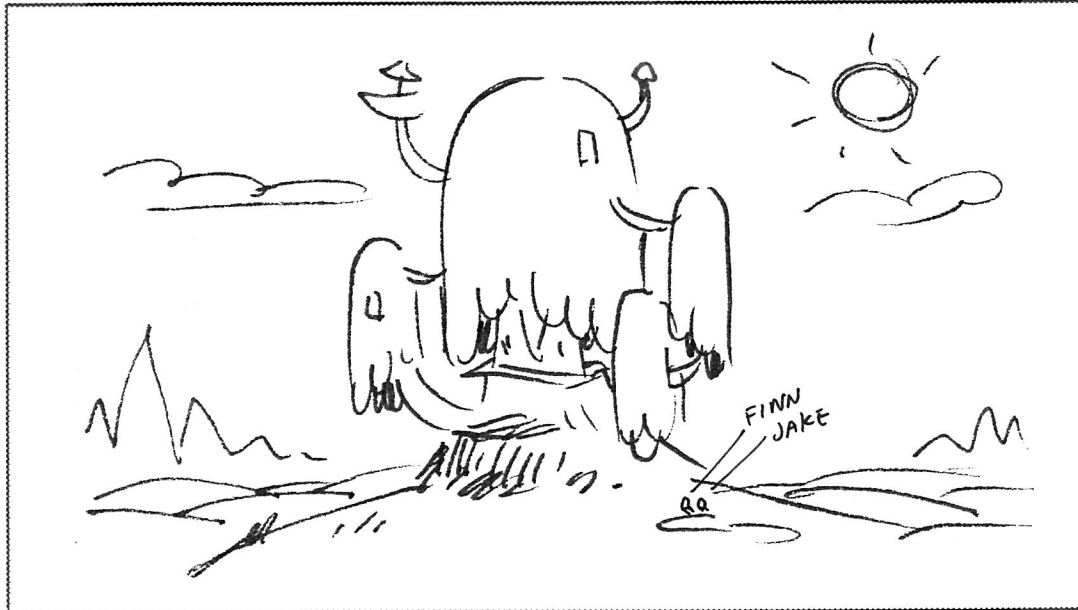
Dialog:	(F-) <u>GRRRRRR</u> →
Action:	
Timing:	

1034-227
EPISODE #
Production :

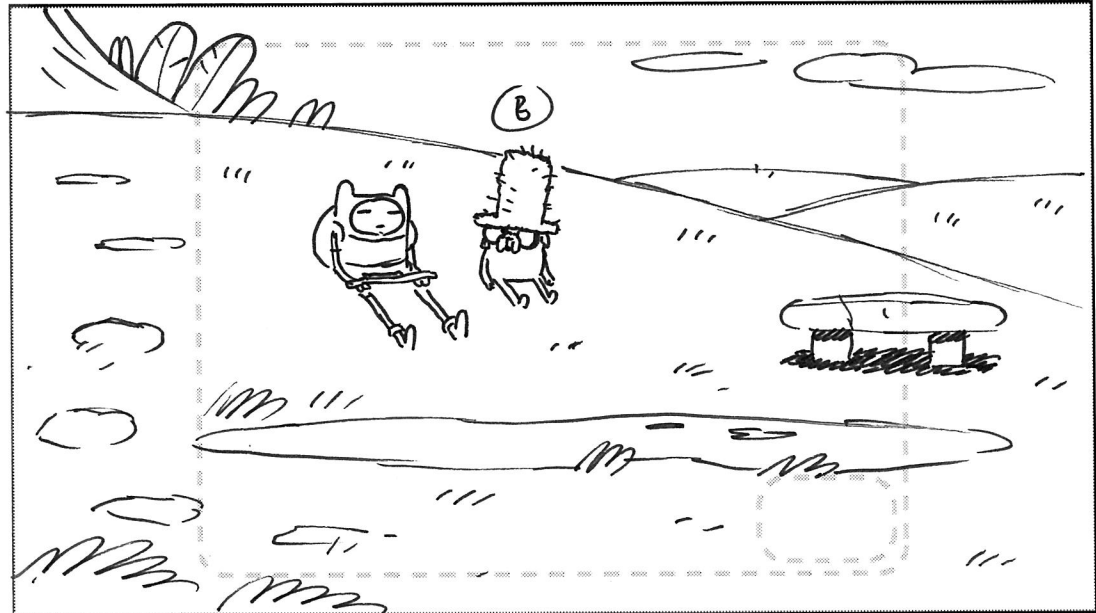
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:

(J:) So... it's been almost a month now.

(J:) (B) whatta ya think? You wanna try openin' 'em?

(A) It's a beautiful day -

(B) Plus I need someone to tell me if this hat looks cool.

Action:

(JAKE) (A) (B) (A) (B)

Timing:



EPISODE # 1034-227

Production :

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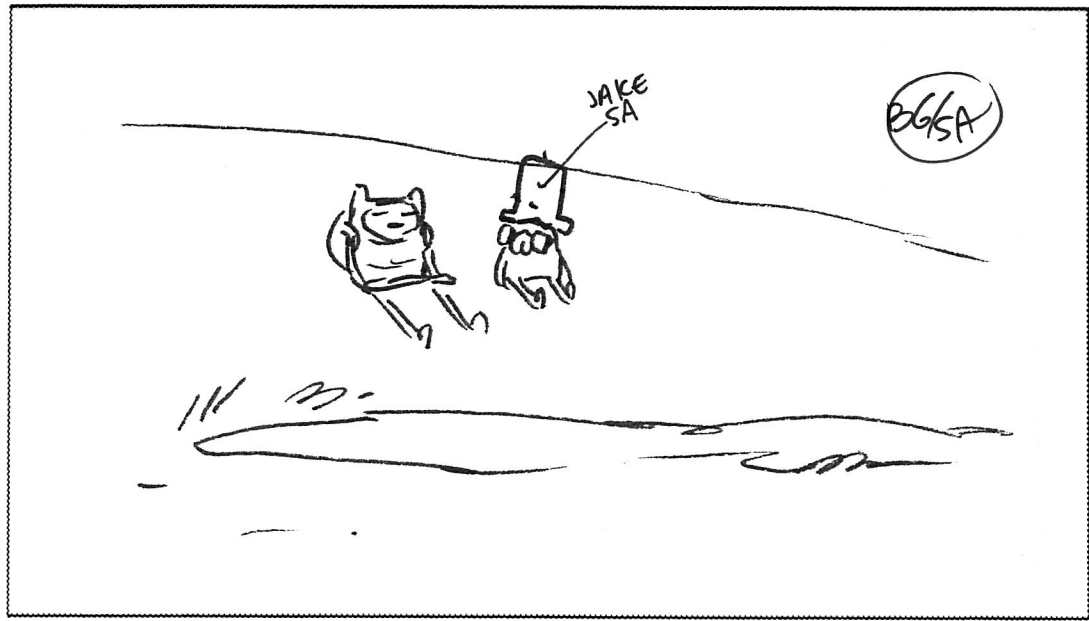
ADVENTURE TIME



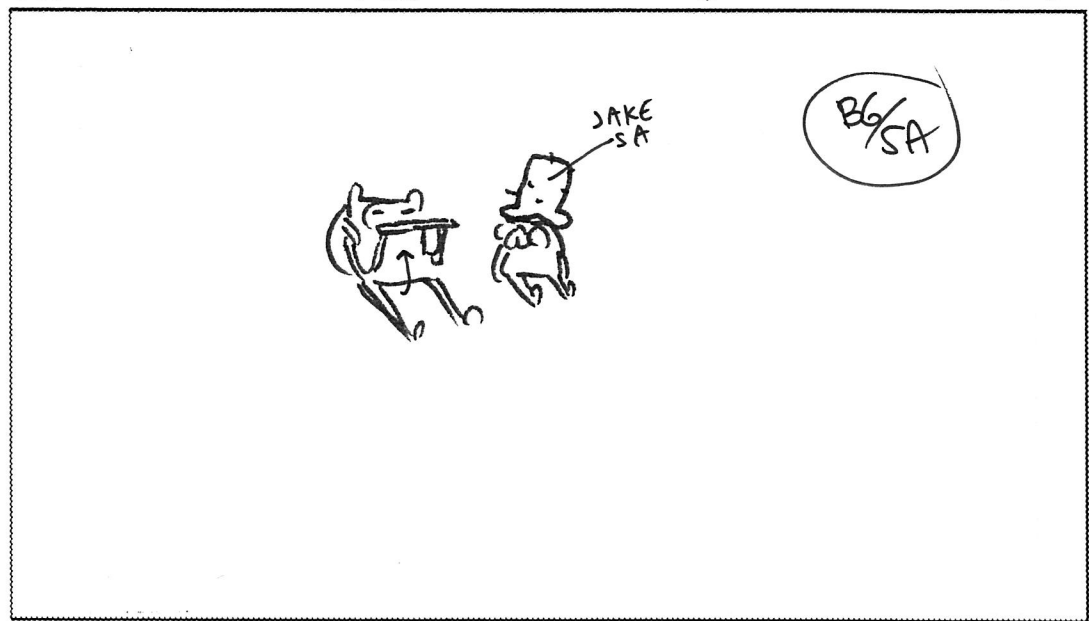
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Page

Sc. 126 Pnl. B Bg. day night



Sc. 126 Pnl. C Bg. day night



Dialog:	(F:) * SIGH * man I told you -	FLUTE: ♪♪ sweetly tweef ♪♪
Action:		- Finn tweets on his flute as punctuation.
Timing:		

1034-227

EPISODE #

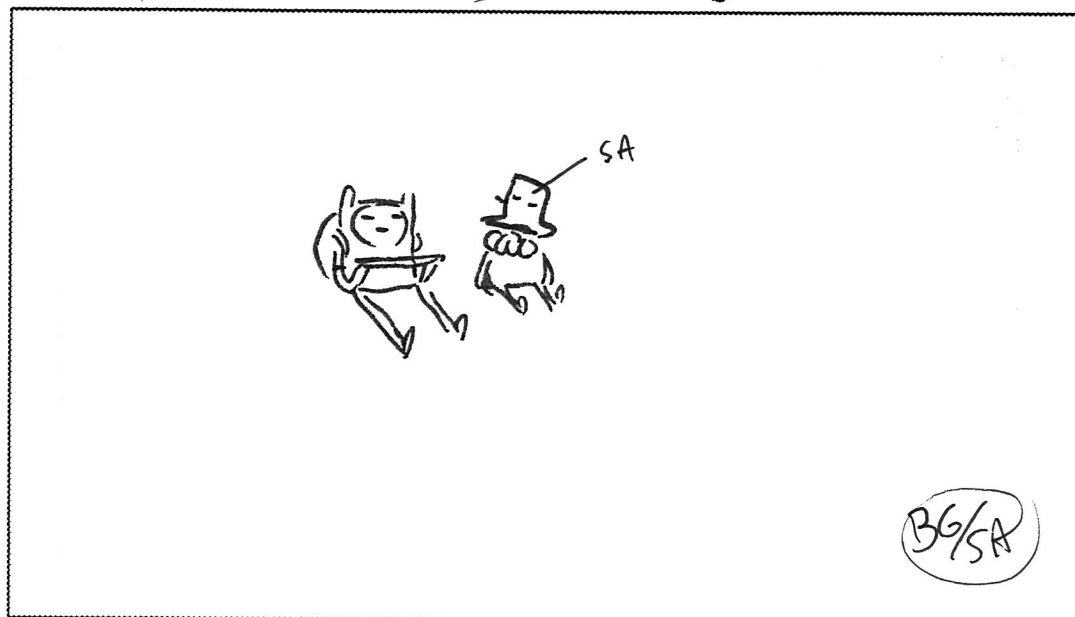
Production :

ADVENTURE TIME

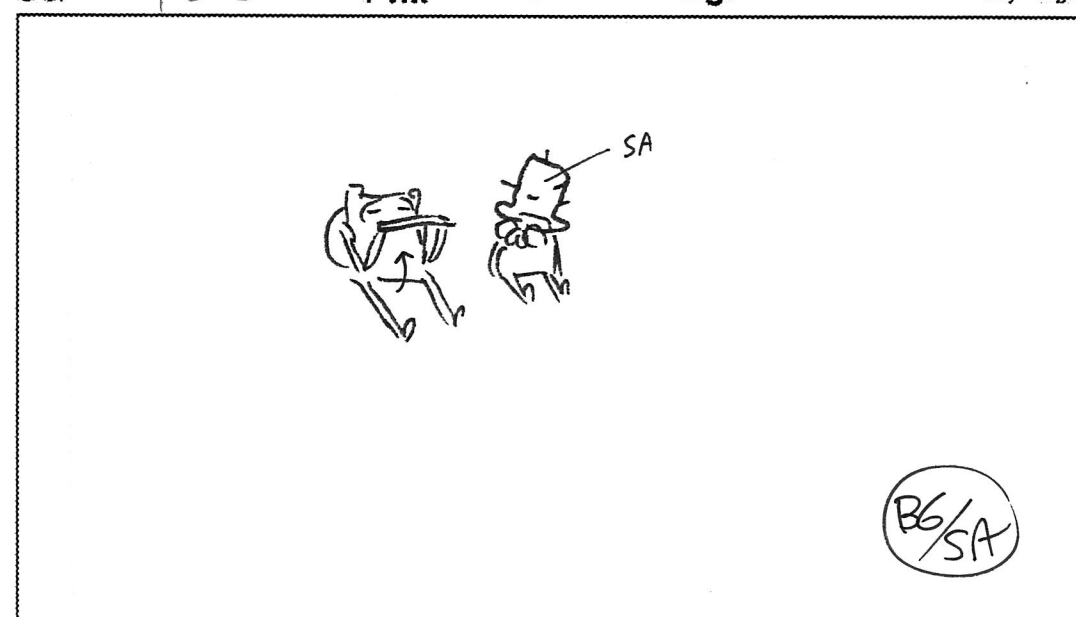


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Sc. 126 Pnl. D Bg. day night



Sc. 126 Pnl. E Bg. day night



Dialog:	(F:) If I open 'em now it'll just be the same. I	_____	_____
Action:	gott 2 wait til something's	_____	_____
Timing:	different, or it'll be the same.	_____	_____

♪ + tweet ♪

- Finn tweets on his flute as punctuation.

1034-227

EPISODE #

Production :

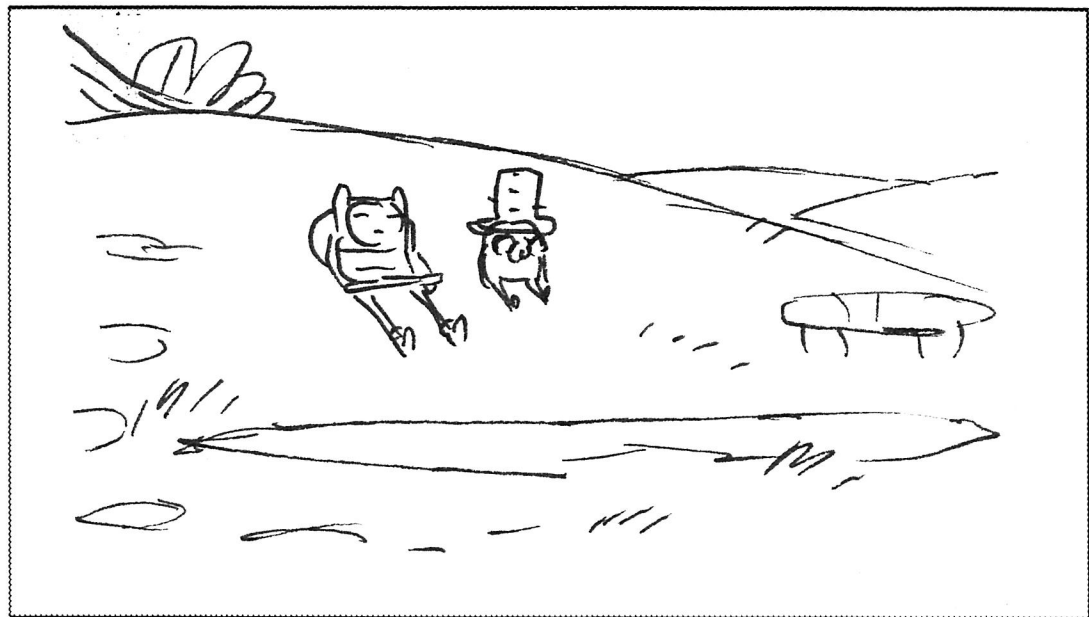
ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	(J:) Yeah... that makes sense I guess.	- BEAT -
Action:		
Timing:		

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EPISODE #

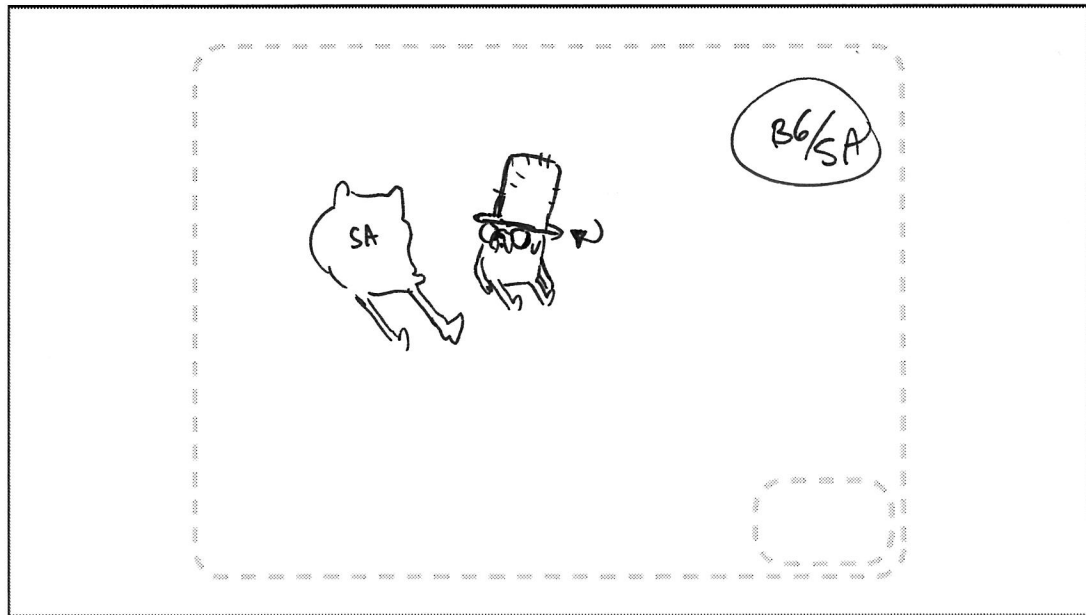
Production :

ADVENTURE TIME

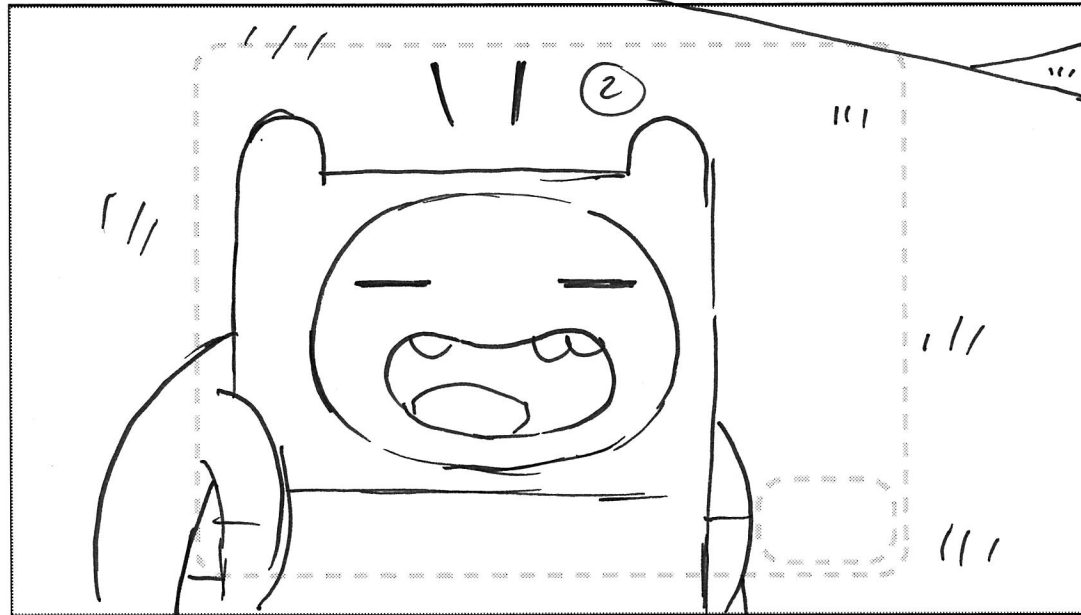



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Sc. 128 Pnl. B Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog:	<p><u>JAKE:</u> Oh, so, um - I got you a little something...</p> <p><u>J:</u> → a little present. <u>OS:</u></p>
Action:	<p>- Finn smiles wide in anticipation of present.</p> 
Timing:	

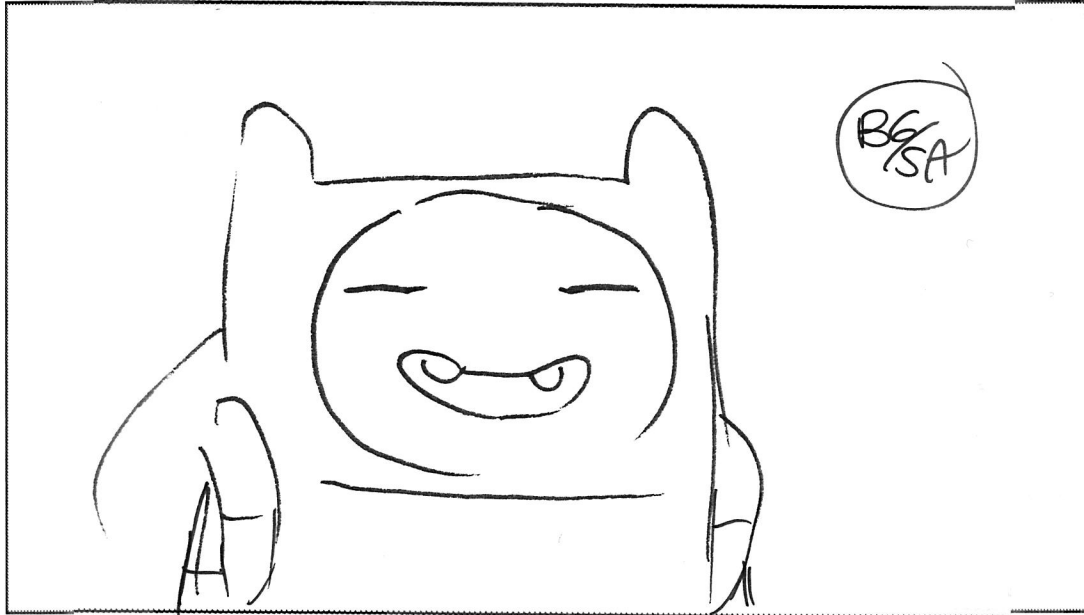
EPISODE # 1034-227

Production :

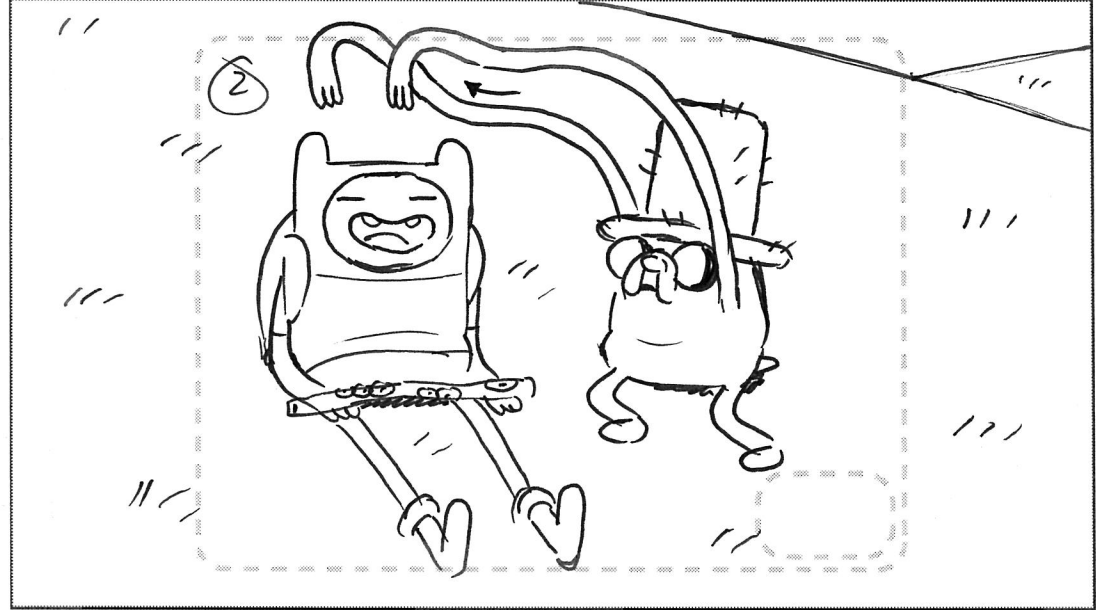
ADVENTURE TIME



Sc. 129 Pnl. B Bg. day night



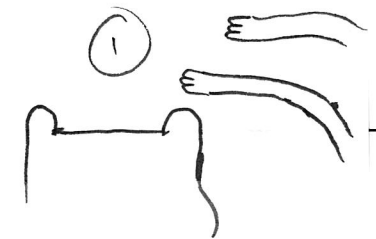
Sc. 130 Pnl. A Bg. day night



Dialog: (F:) Wow, thanks man! (J:) Yep.. you're really ...

Action: - Jake sneaks his hands slowly towards Finn's eyes.

Timing:



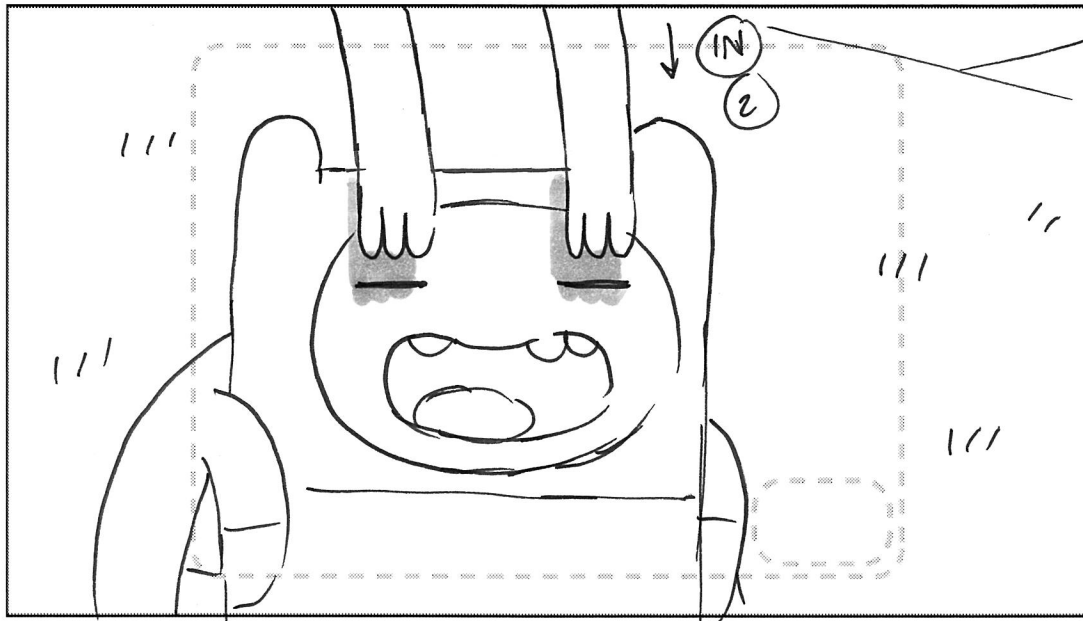
EPISODE # 1034-227
Production :

ADVENTURE TIME

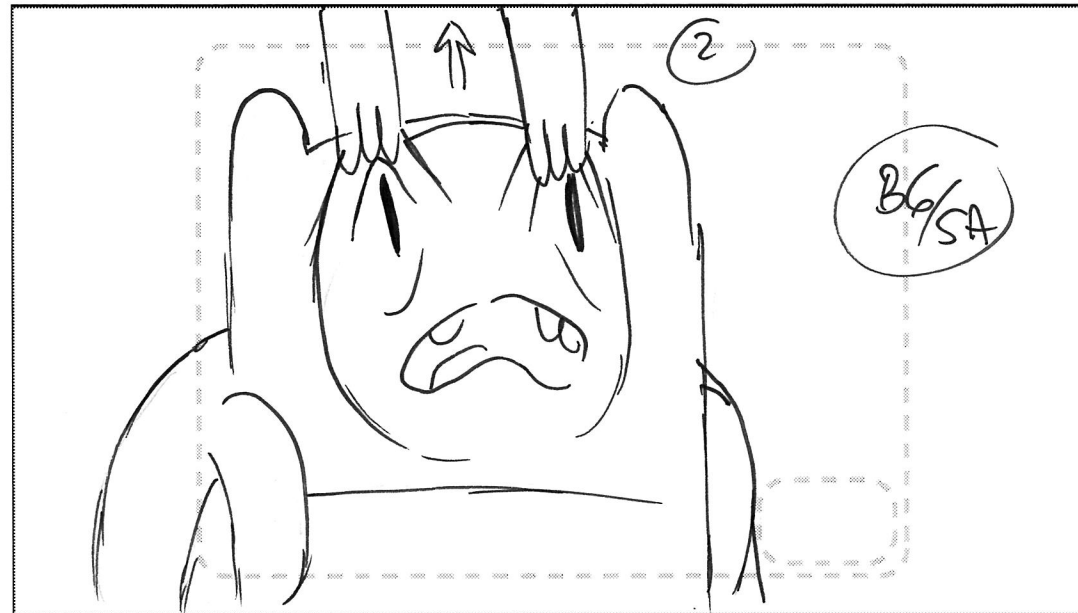


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Sc. 131 Pnl. A Bg. day night



Sc. 131 Pnl. B Bg. day night



Dialog:

J: (OS) ... gonna ... thank ...

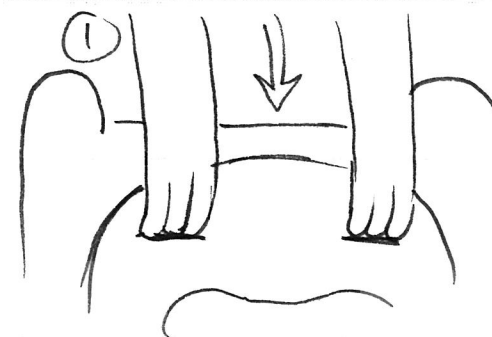
JAKE (OS) ... me GOTCHA!!
FINN: YAAHHHHH

Action:



- Jake yanks open Finn's eyes.

Timing:



Production :

EPISODE #

1034-227

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ADVENTURE TIME



Sc. 131 Pnl. C Bg. day night

Sc. 131 Pnl. D Bg. day night

Dialog:
Action: <u>- FLASH -</u>
Timing:

EPISODE # 1034-227

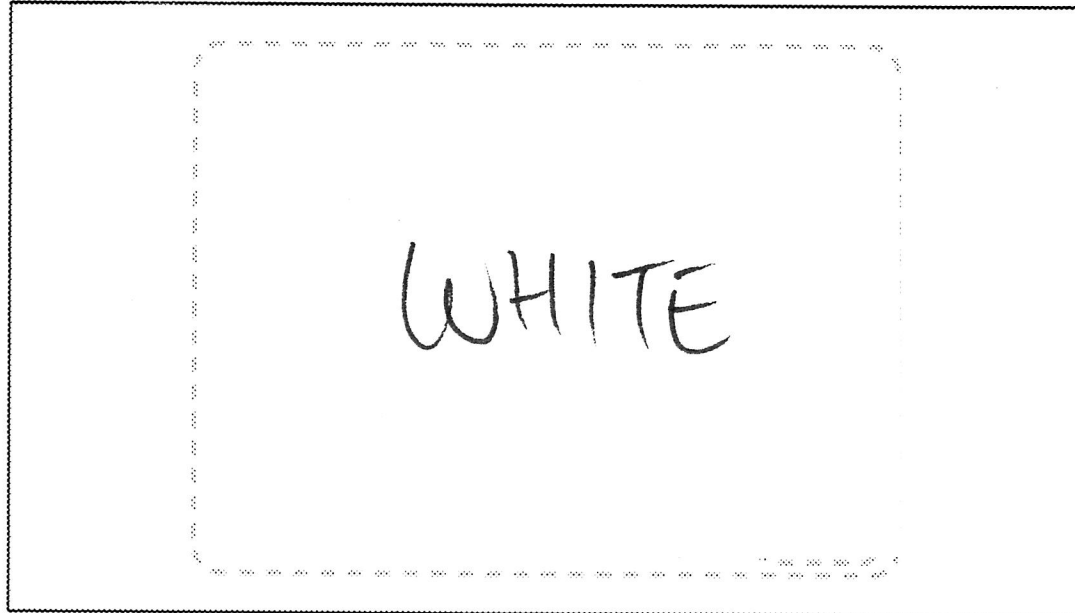
Production :

ADVENTURE TIME

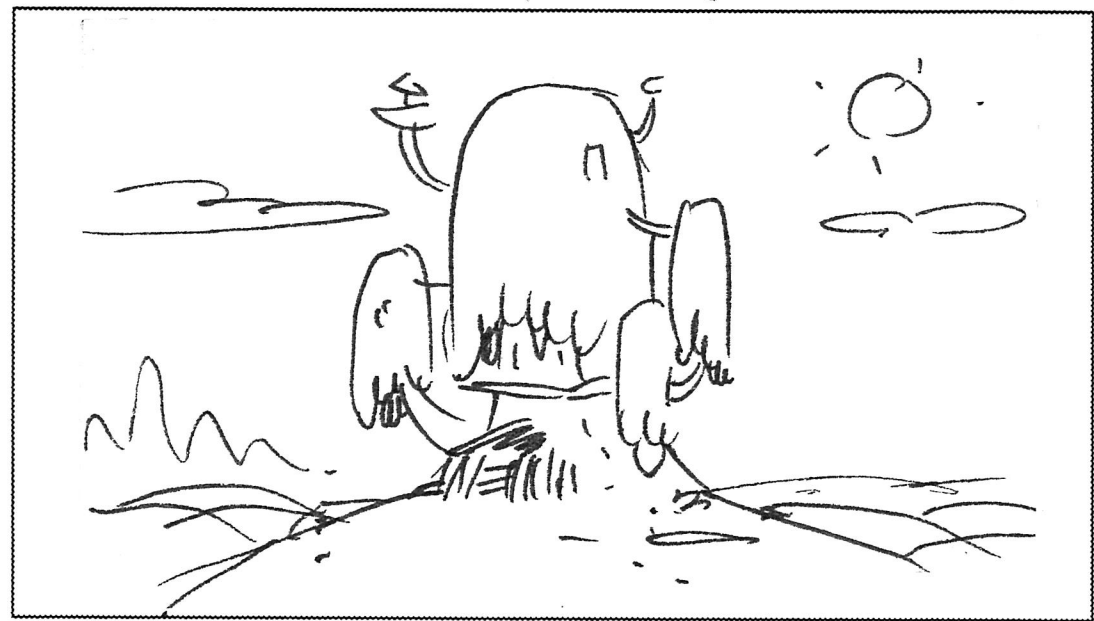


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Sc. 131 Pnl. E Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog:	- BEAT -	(F:) Yeah, you've done it, like, 30 times now -
Action:		
Timing:		

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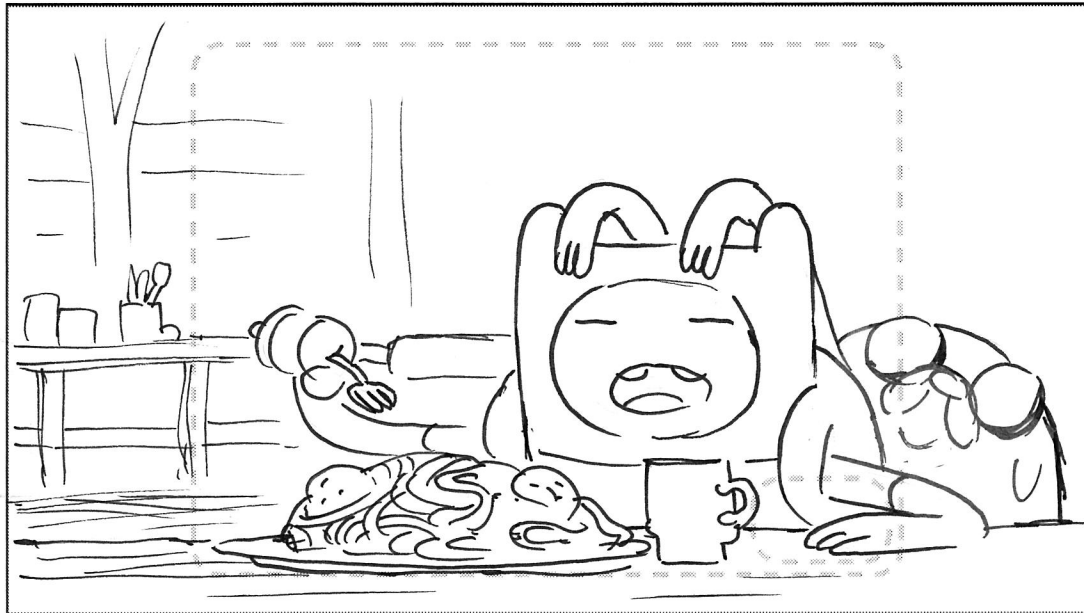
EPISODE # 1034-227
Production :

ADVENTURE TIME

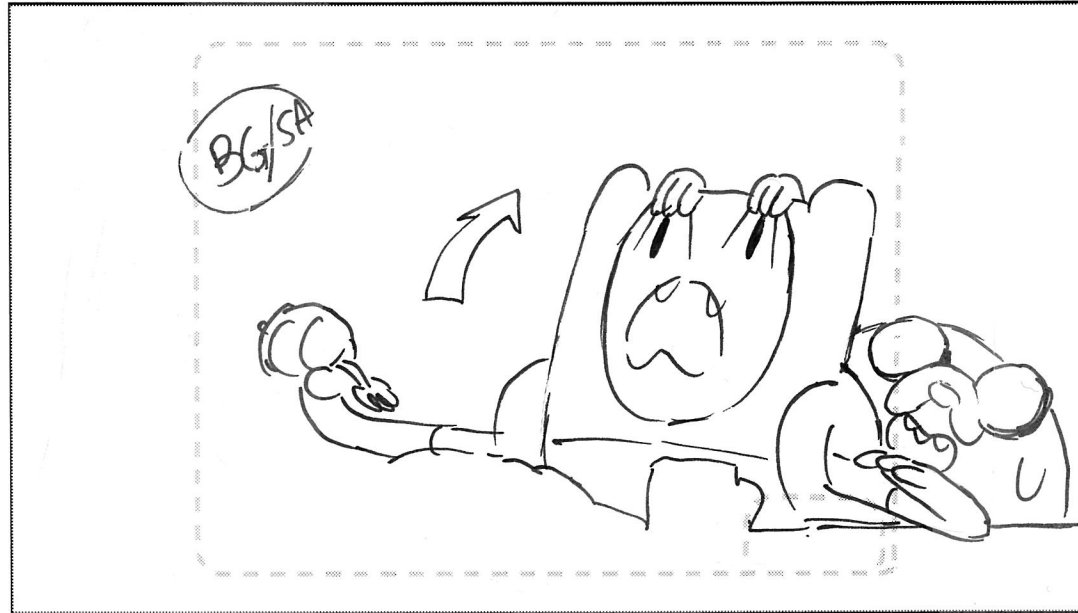


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Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:

(F:) YAAHH!!

Action:



RAPID-FIRE
- MONTAGE OF JAKE YANKING
OPEN FINN'S EYES --->

Timing:

1034-227

EPISODE #

Production :

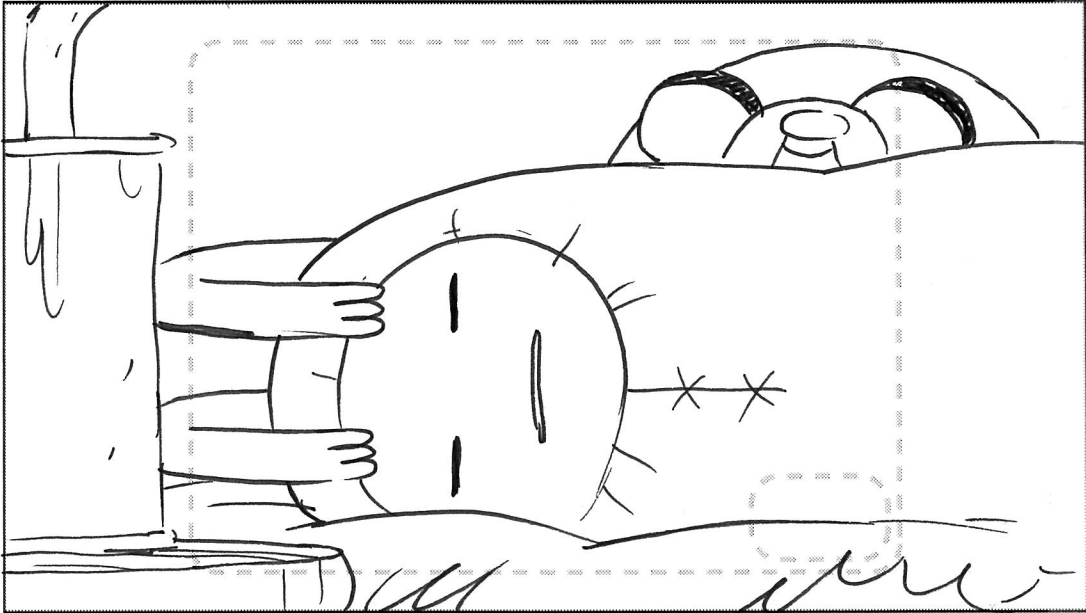
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ADVENTURE TIME

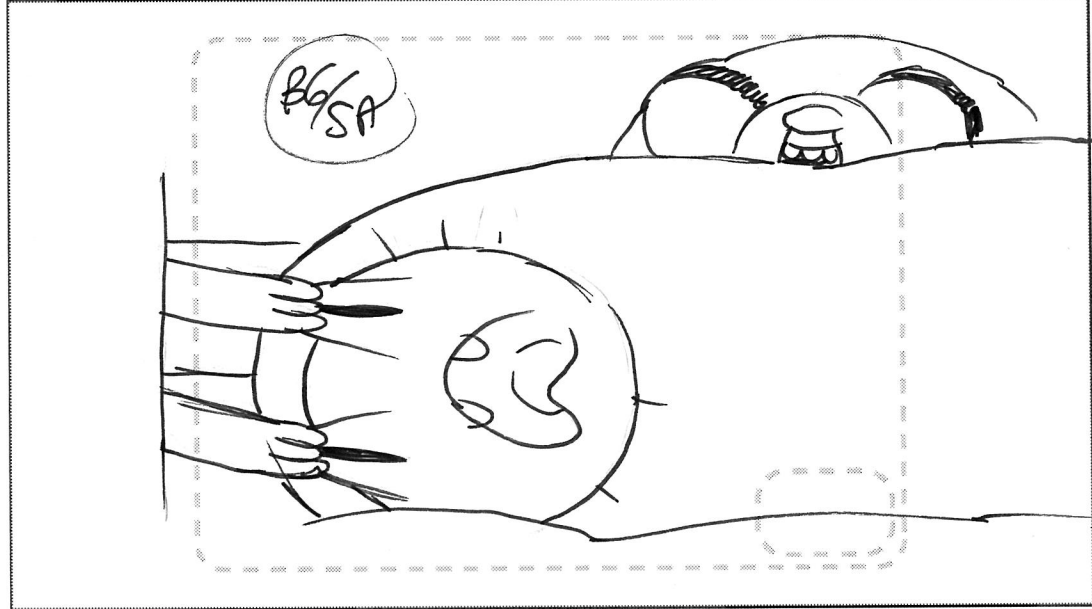


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Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



Dialog:

(F:) YAAHHHH!!

Action:



Timing:

1034-227

EPISODE #

Production :

ADVENTURE TIME

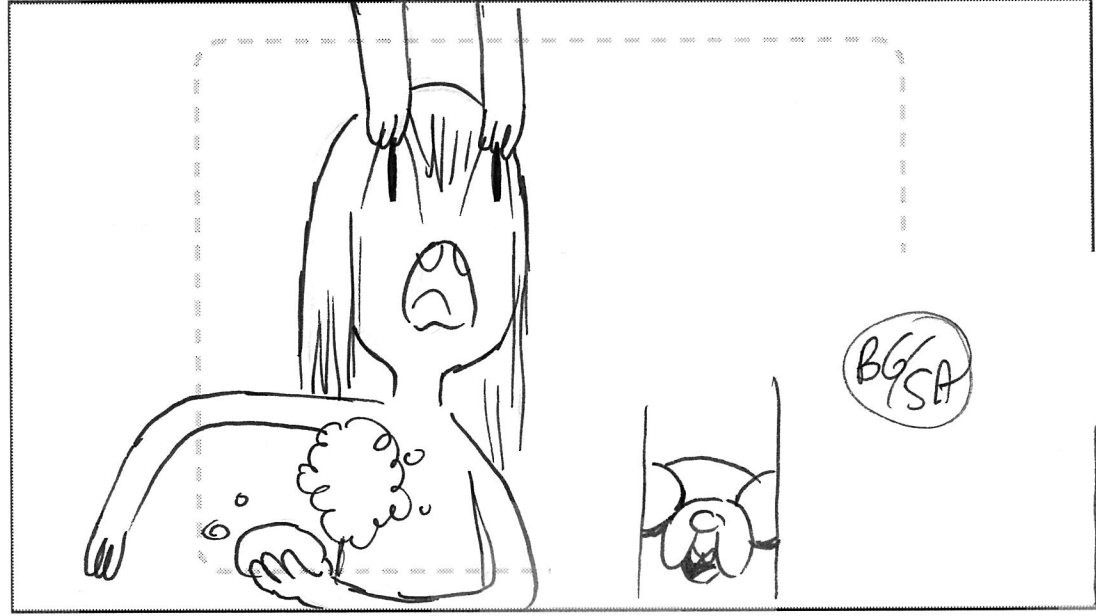


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Sc. 135 Pnl. A Bg. day night



Sc. 135 Pnl. B Bg. day night



Dialog:

(F:) YAAHHH!!

Action:



Timing:

EPISODE #

1034-227

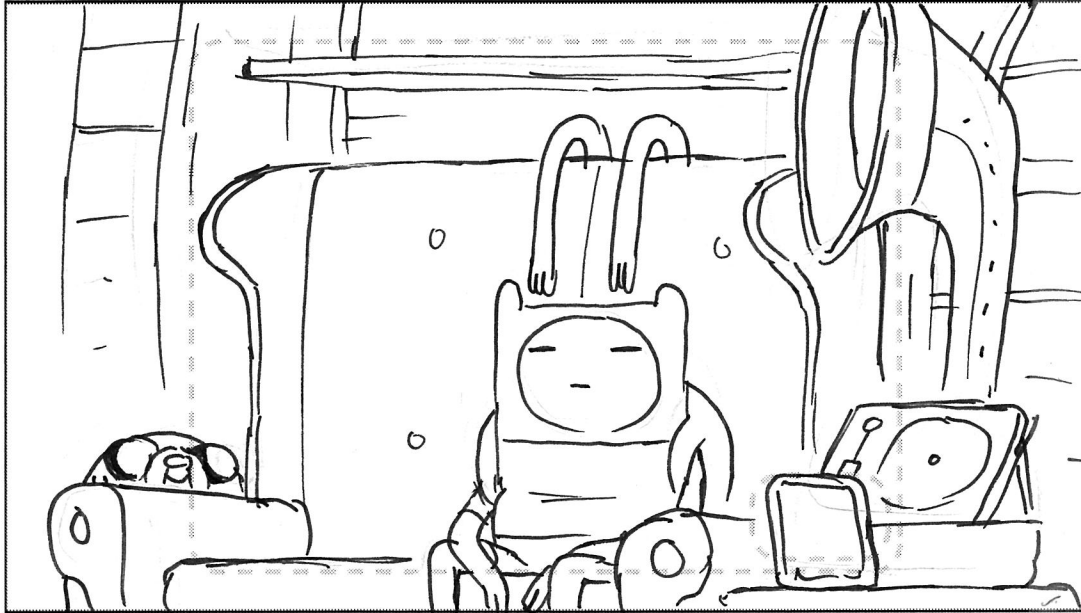
Production :

ADVENTURE TIME

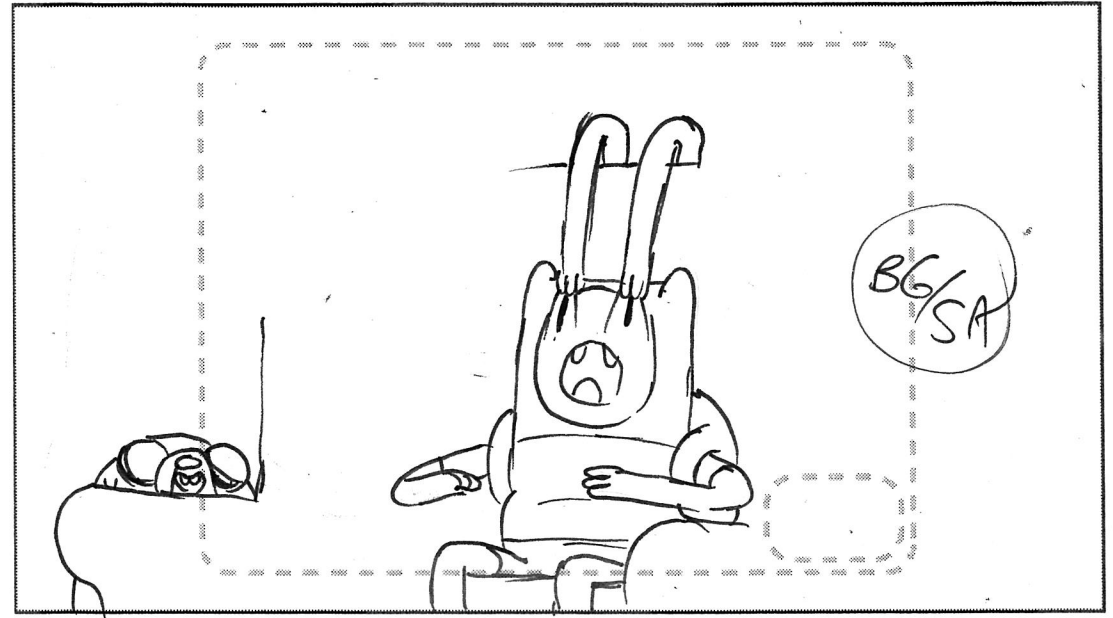


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Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:

(F:) YAAA HHH!!

Action:

Timing:

EPISODE #

Production :

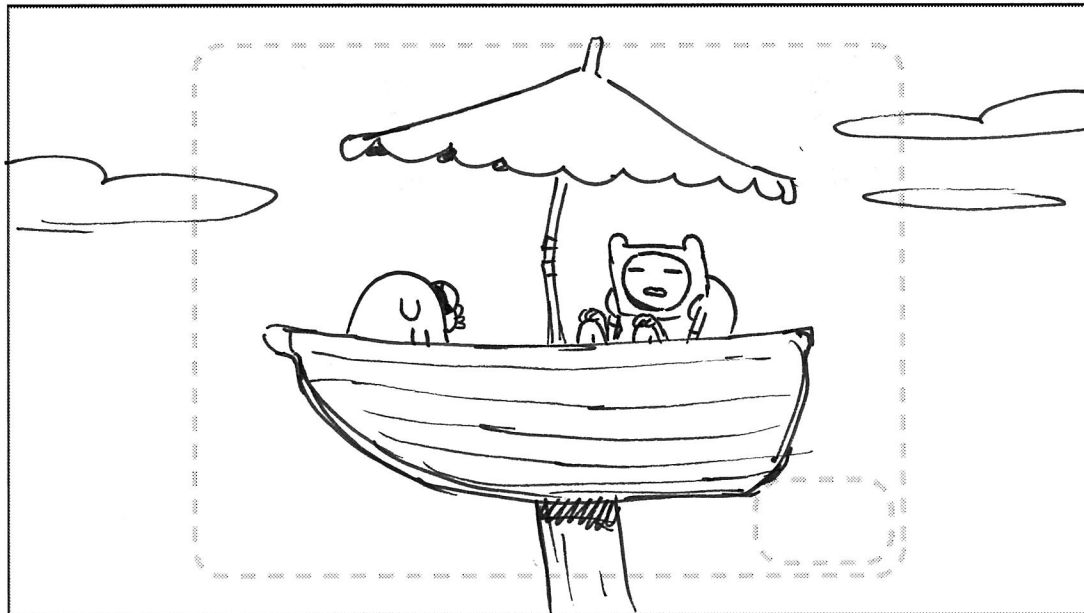
1134-227

ADVENTURE TIME



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Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog: (F:) it's like programmed into your DNA or something to force my eyes open →

(F:) → thinking you're doing me a favor.

Action:

Timing:



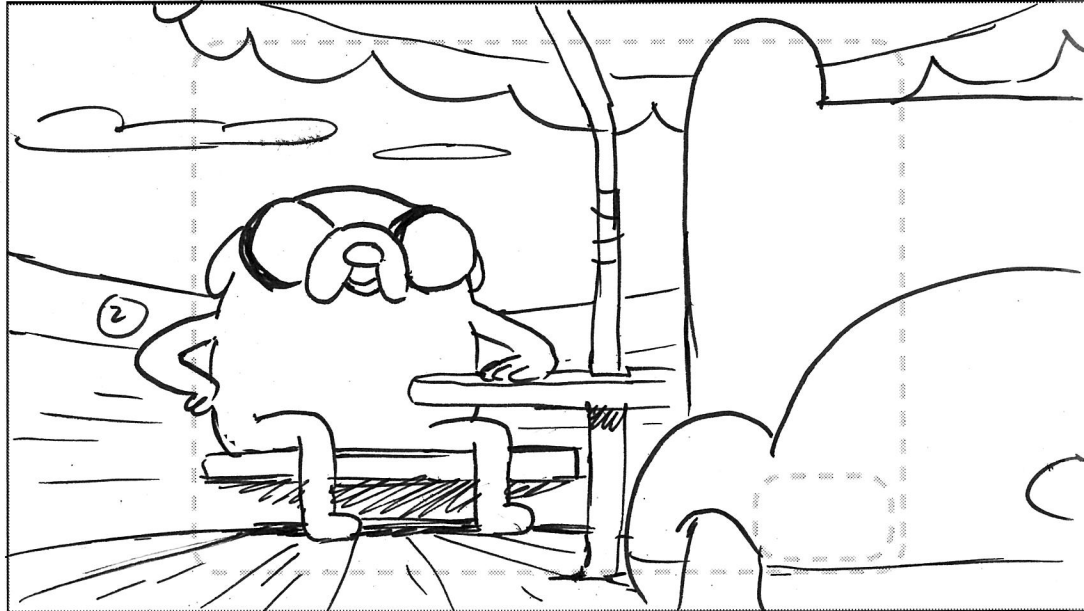
EPISODE # 1034-227

Production :

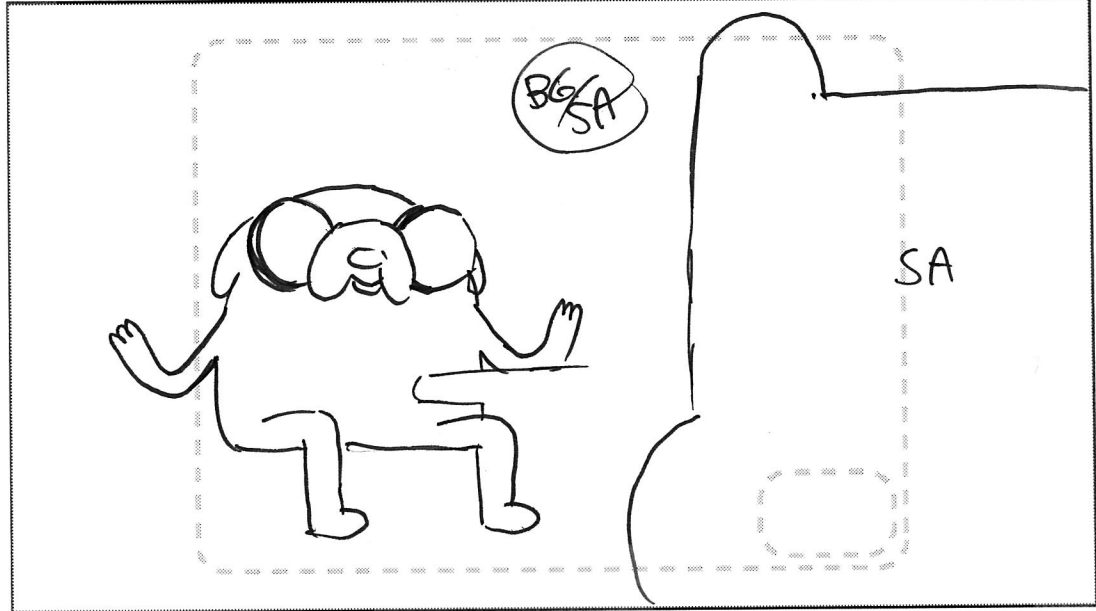
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog: (J:) *heh heh*, well shoot man, if I wanna do it that bad, →

(J:) it must KINDA be right, right?

Action:

Timing:



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EPISODE #

Production :

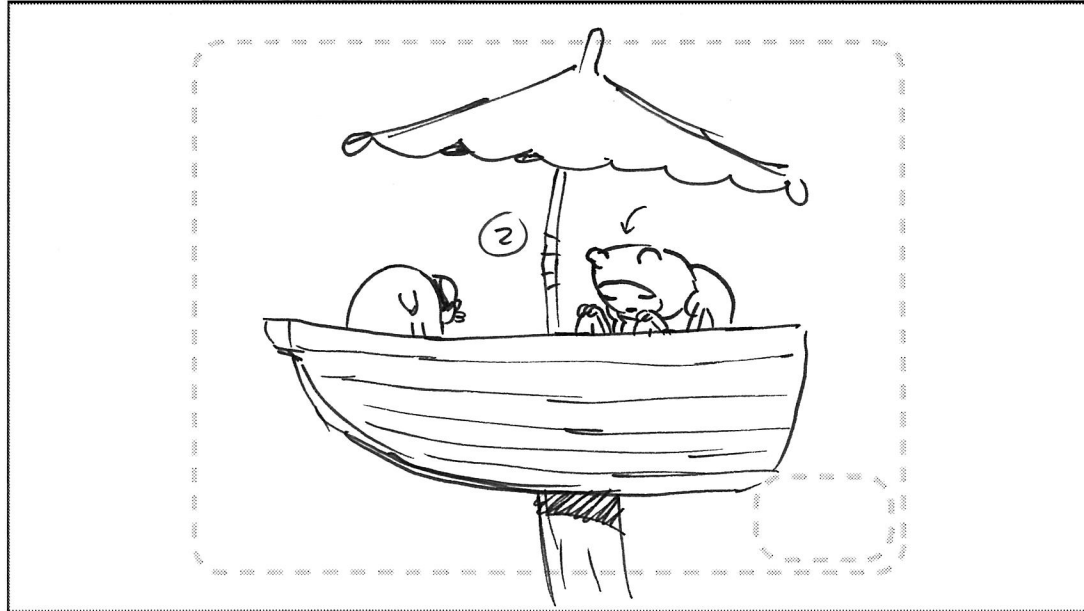
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ADVENTURE TIME

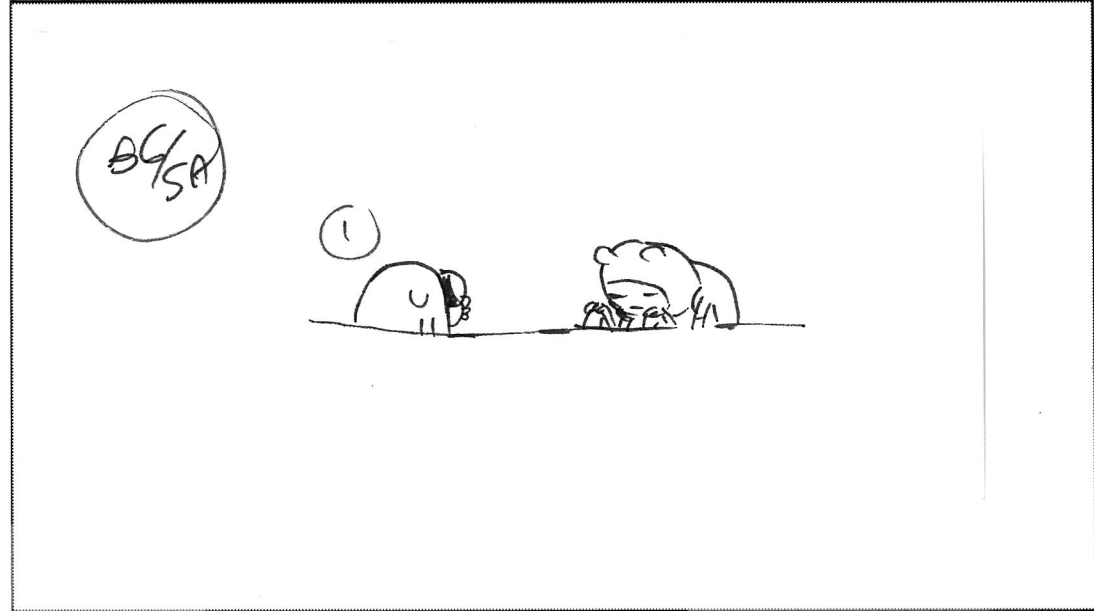


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Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



Dialog:

(F:) * SIGH *

(F:) ① Sorry, sorry...
② But, look at it from where I'm sitting, →

Action:

Timing:



EPISODE #

1034-227

Production :

ADVENTURE TIME



Page 172

Sc. 140 Pnl. A Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog:

(J) All this funky
pizzazz that
only you can
see -

Action:

Timing:

(J:) that's like
the literal
definition of
a hallucination.

EPISODE # 1034-227

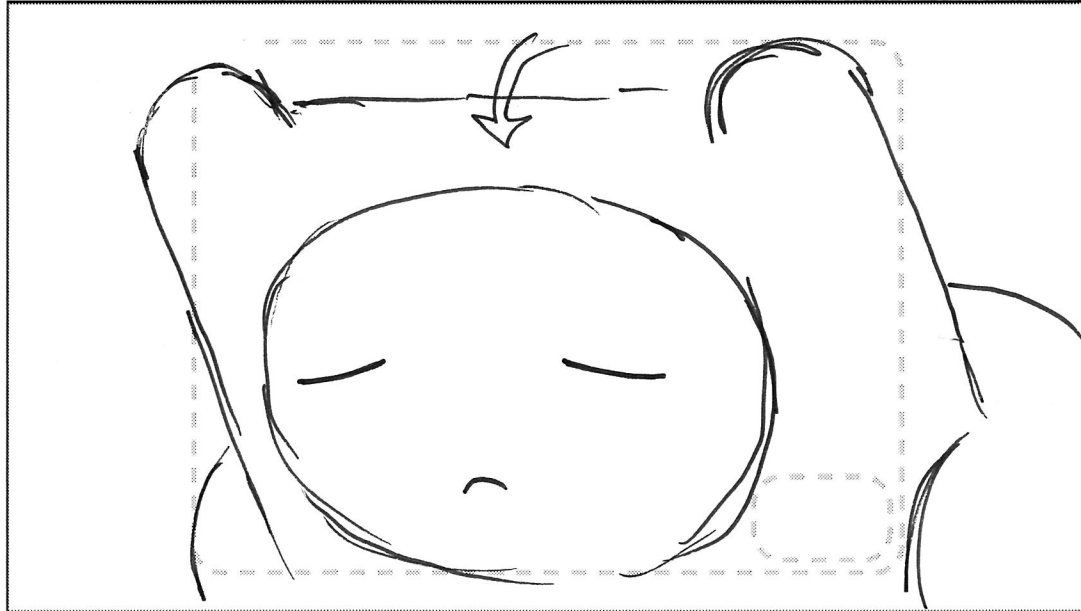
Production :

ADVENTURE TIME

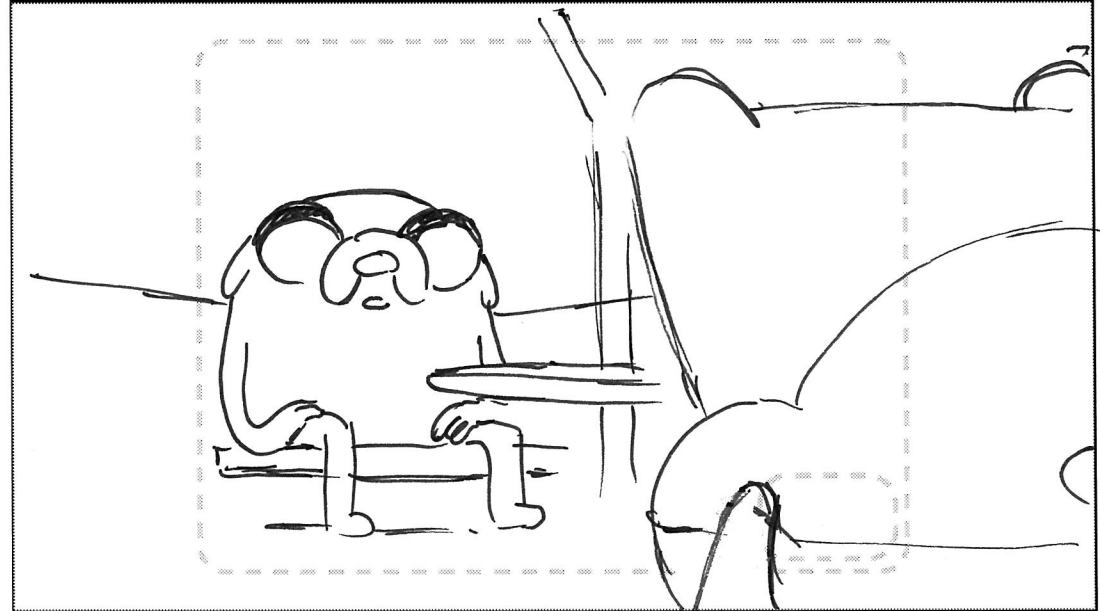


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Sc. 141 Pnl. B Bg. day night



Sc. 142 Pnl. A Bg. day night



Dialog:

(F:) * SIGH *

(J:) I mean... either all that stuff is a dream,

Action:

Timing:

11134-227

EPISODE #

Production :

ADVENTURE TIME



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Page _____

Sc.

Pnl.

Bg.

day night

Sc.

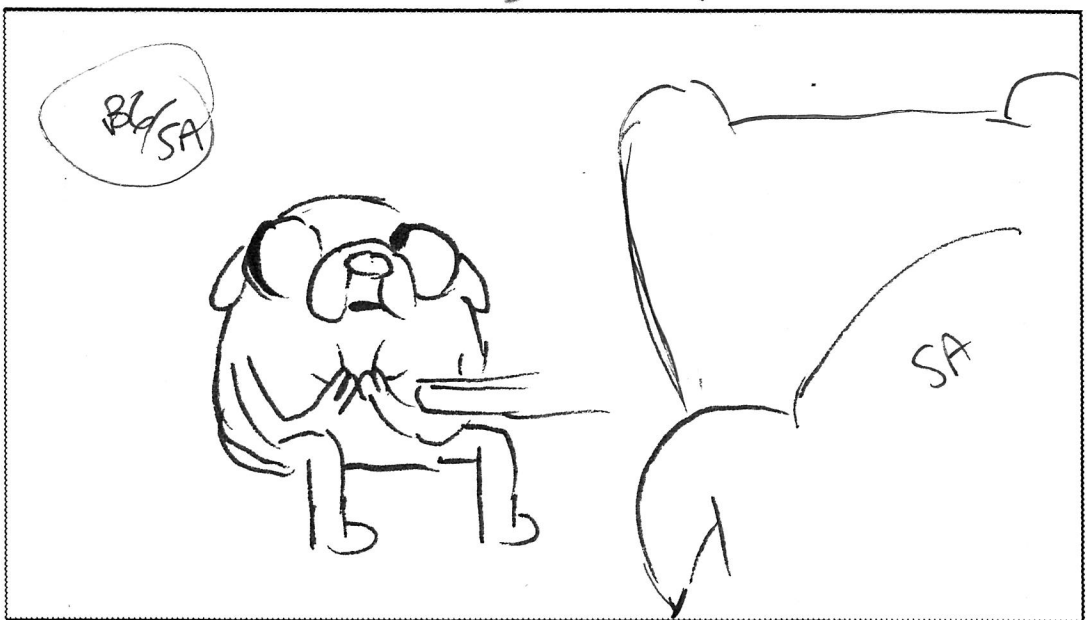
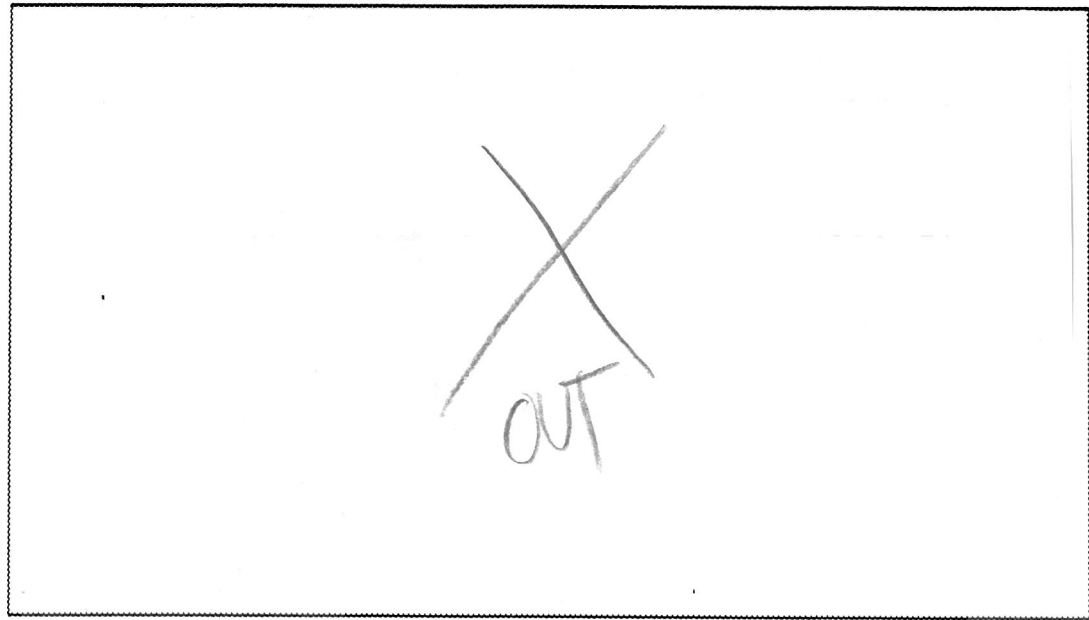
142

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:

(J:) or, like, I'm
a dream -

1154-227

EPISODE #

Production :

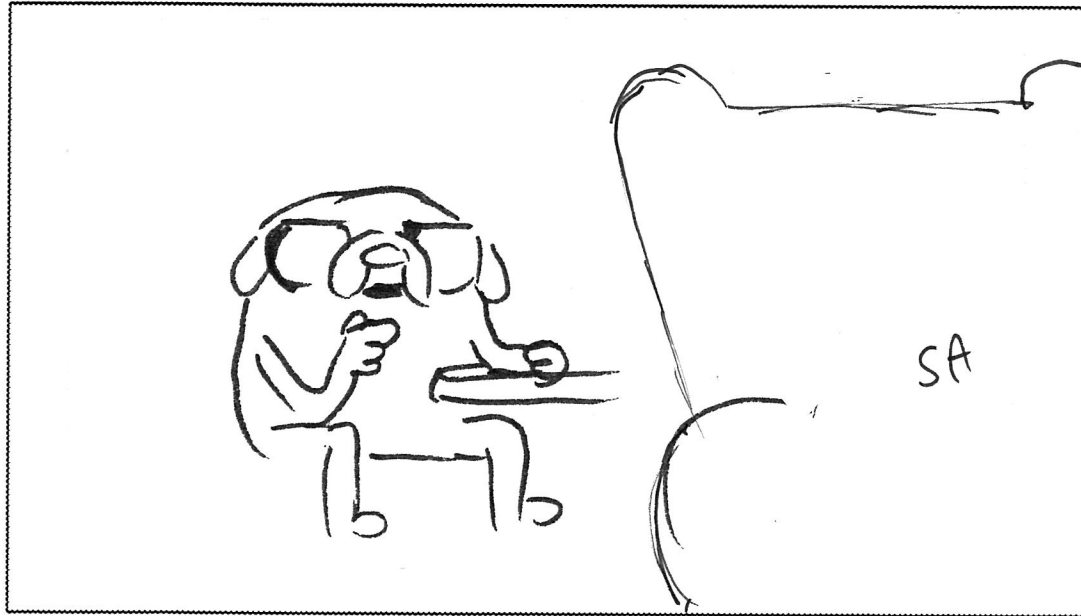
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ADVENTURE TIME



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Sc. 142 Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



Dialog:

(J:) And I ain't
no dream,
ya heard?

Action:

(F:) Yeah I
know, I
heard,

Timing:

EPISODE # 1034-227

Production :

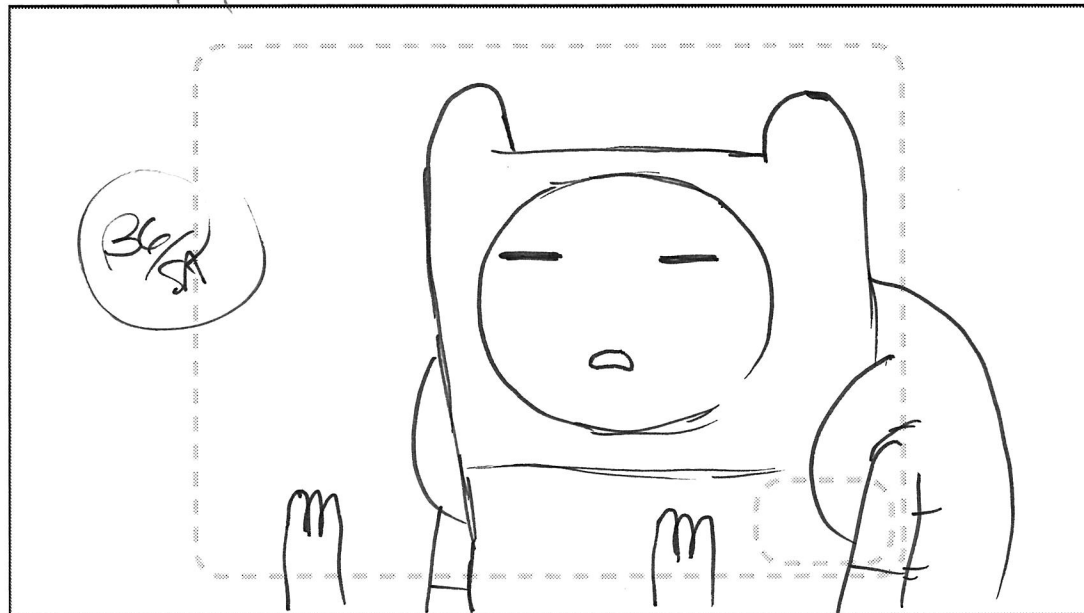
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ADVENTURE TIME

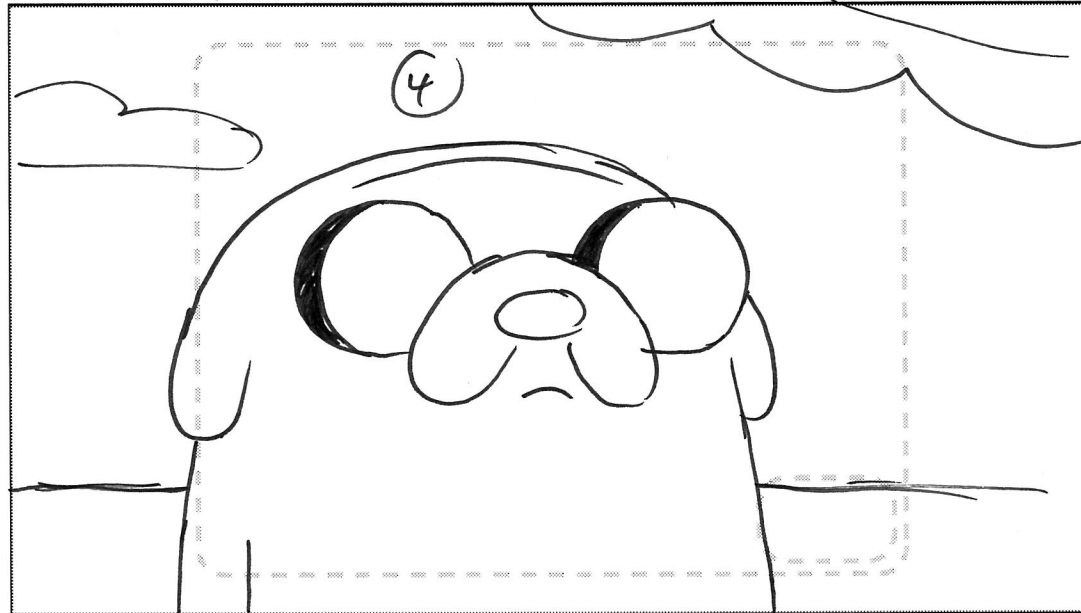


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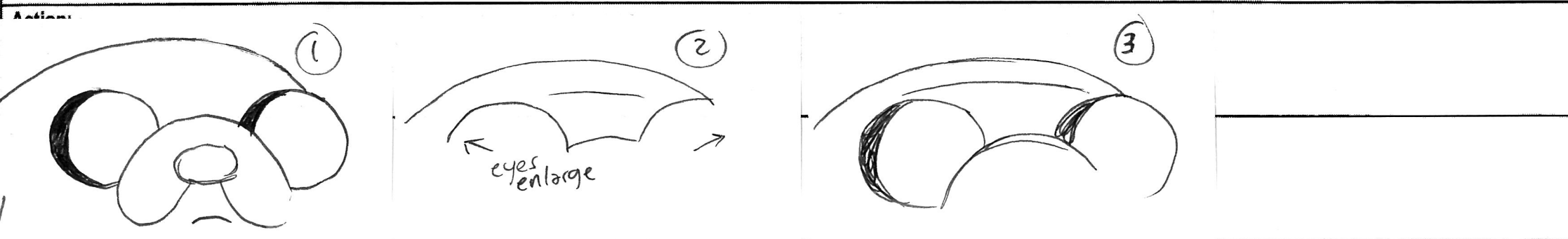
Sc. 144 Pnl. A Bg. day night



Sc. 145 Pnl. A Bg. day night



Dialog: (F:) it's just that...



EPISODE # 1034-227

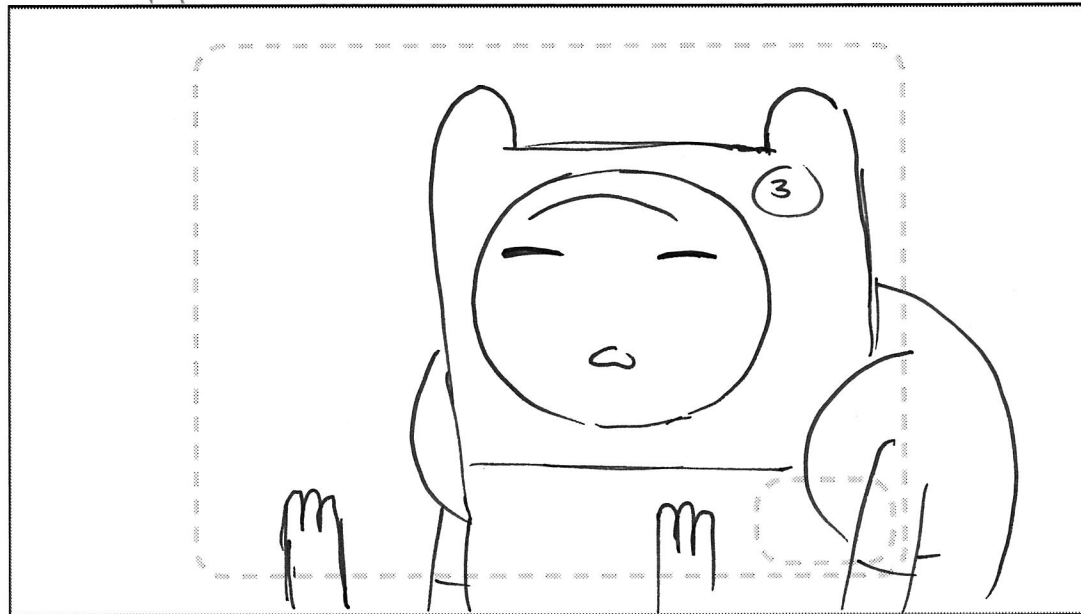
Production :

ADVENTURE TIME

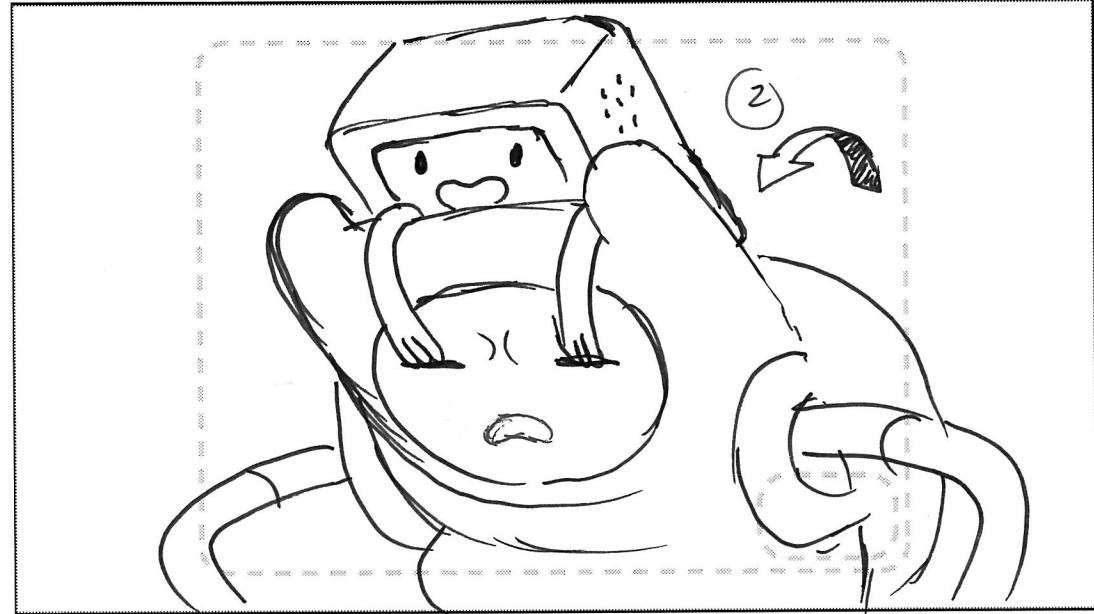


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Sc. 146 Pnl. A Bg. day night



Sc. 146 Pnl. B Bg. day night



Dialog:

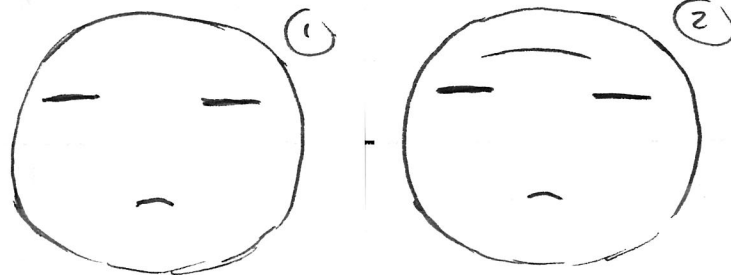
(F:) Well...

(BMO) YAH!!

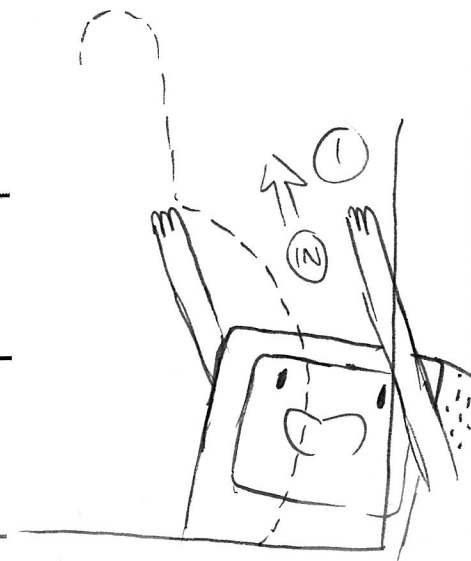
(FINN:) OOF

Ac

Til



- BMO leaps onto Finn's back and yanks his eyes open.



EPISODE # 1034-227

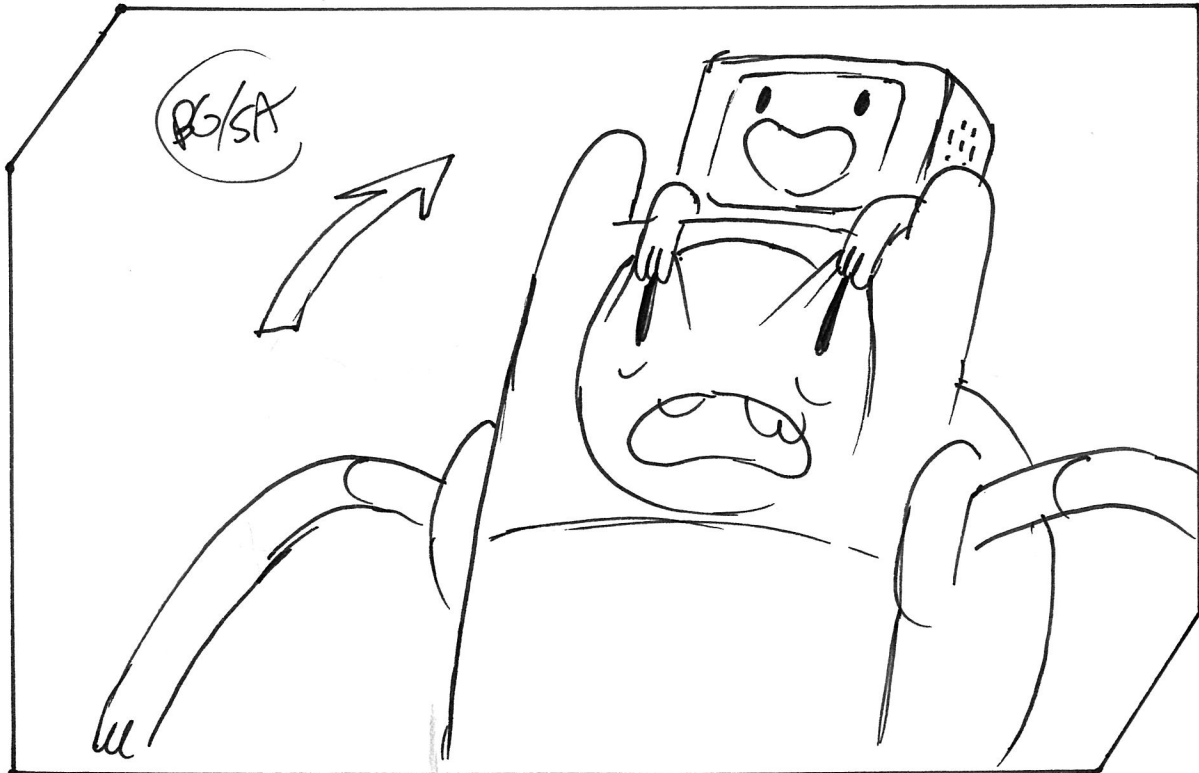
Production :

1034-227

Sc. 146

Pal. C

Bg.



(BMO:) OPEN UP!!

(FINN:) AAHH!!!

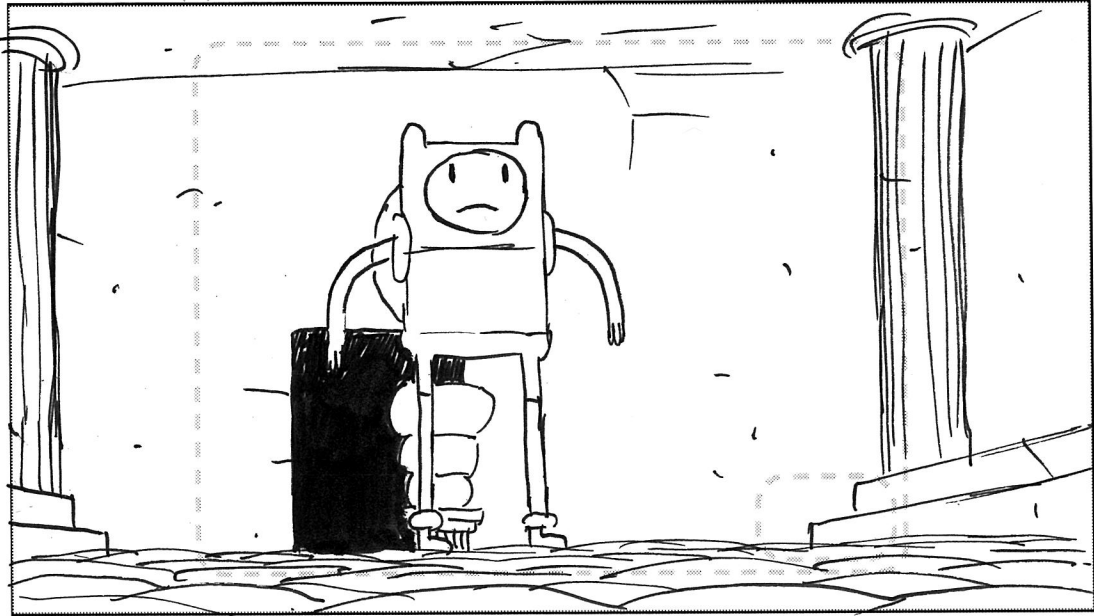
ADVENTURE TIME



Sc. 146 Pnl. D Bg. day night



Sc. 147 Pnl. A Bg. day night



Dialog:
Action:
Timing:

EPISODE # **1034-227**

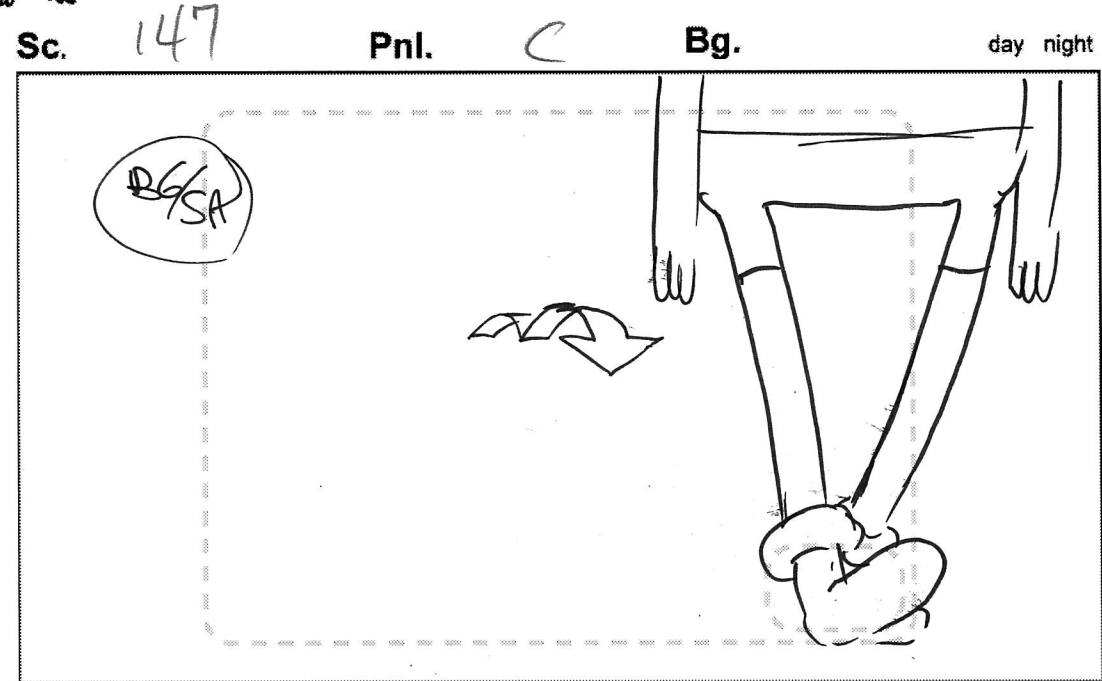
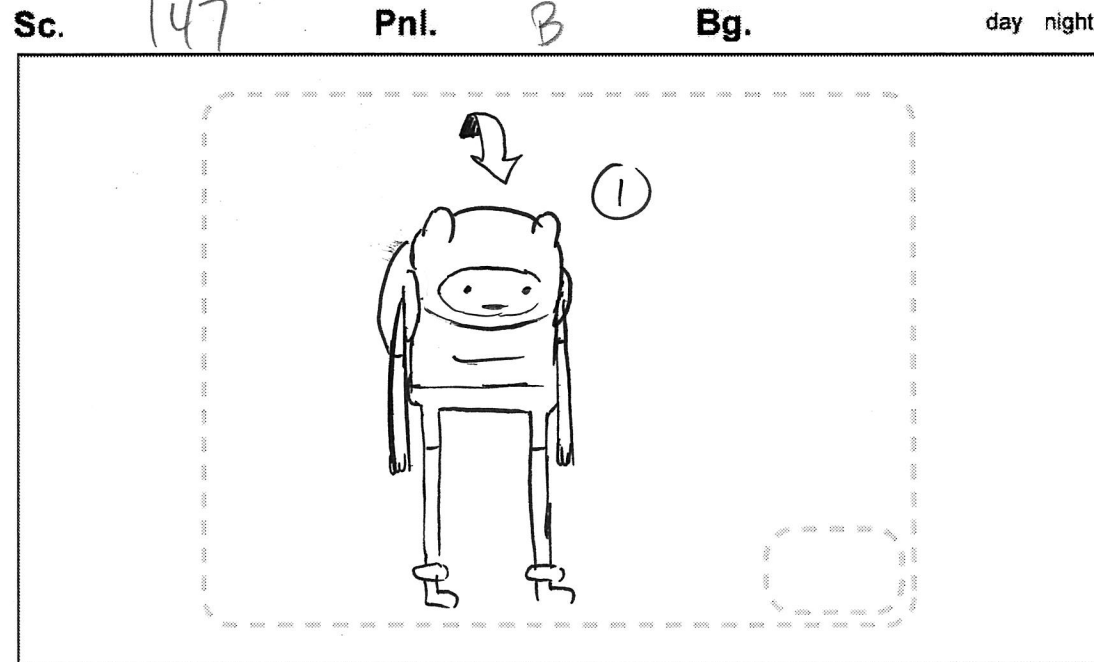
Production :

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ADVENTURE TIME



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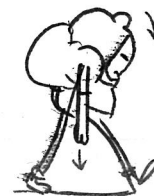


Dialog: (F) (1) * SIGH *

Action:



Timing:



FINN walks with head down, arms limp, and eyes closed.

* (— —) eyes stay closed

Production :

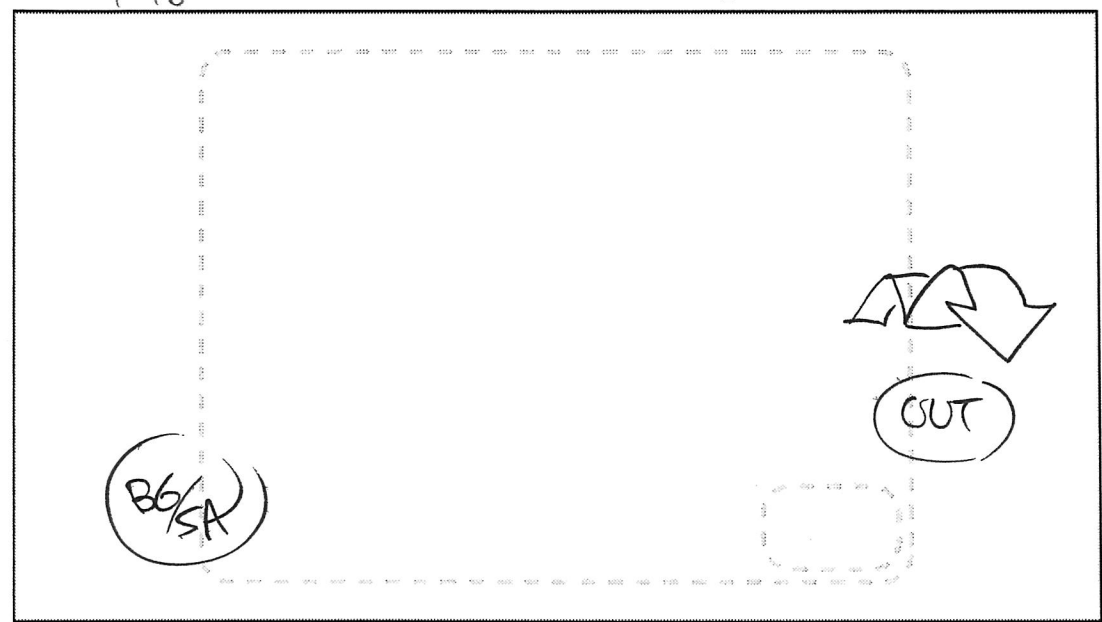
EPISODE #

1034-227

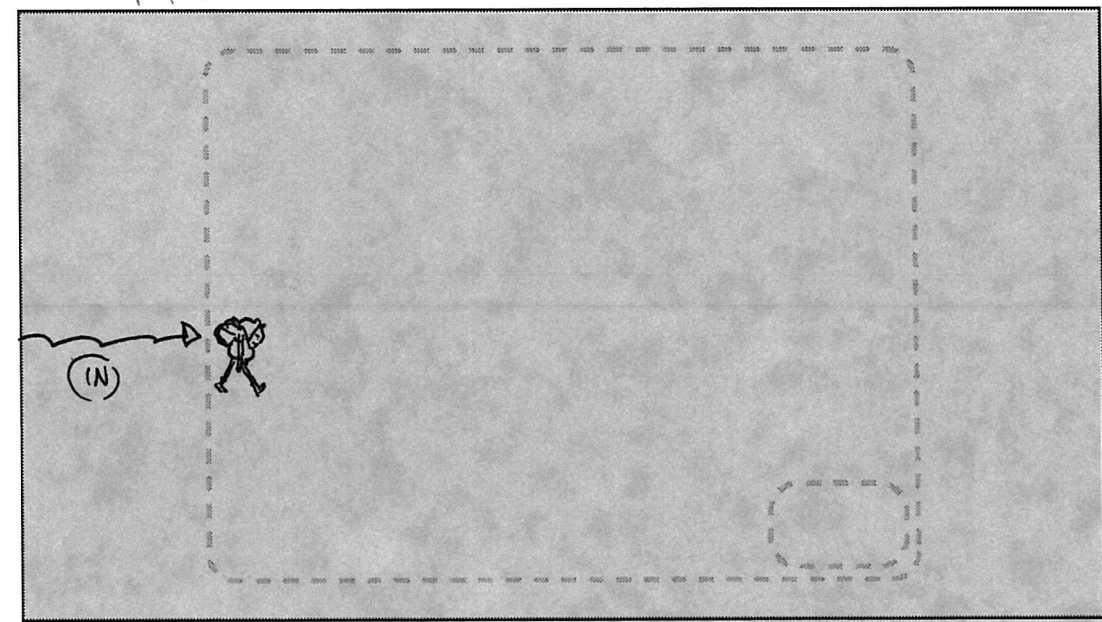
ADVENTURE TIME



Sc. 148 Pnl. A Bg. day night



Sc. 148 Pnl. B Bg. day night



Dialog:

(FINN) (V.O.) Ah, Jake...

Action:

Timing:

EPISODE # 1034-227

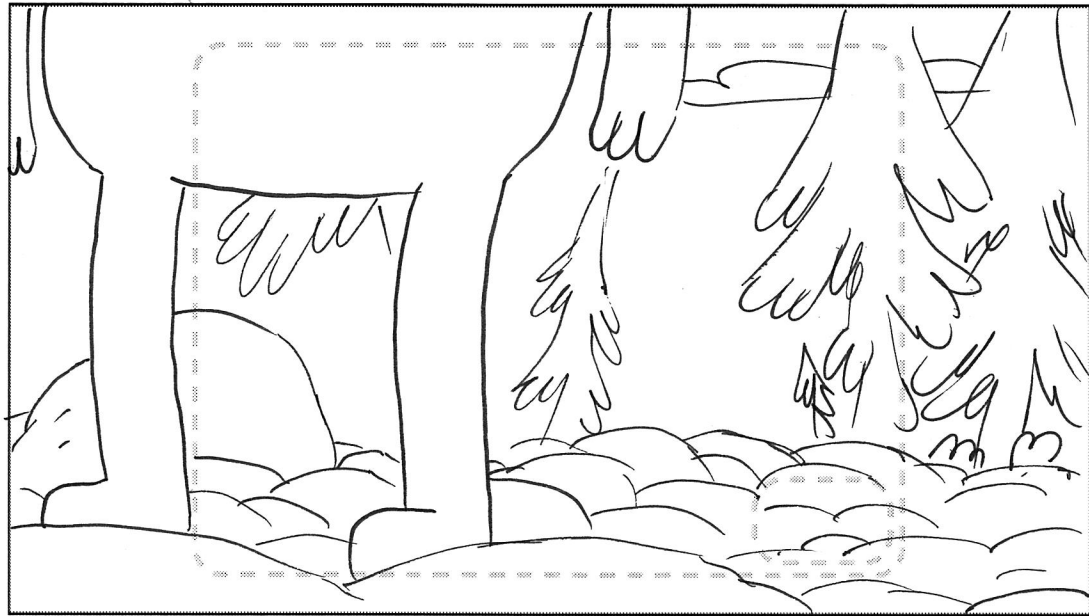
Production :

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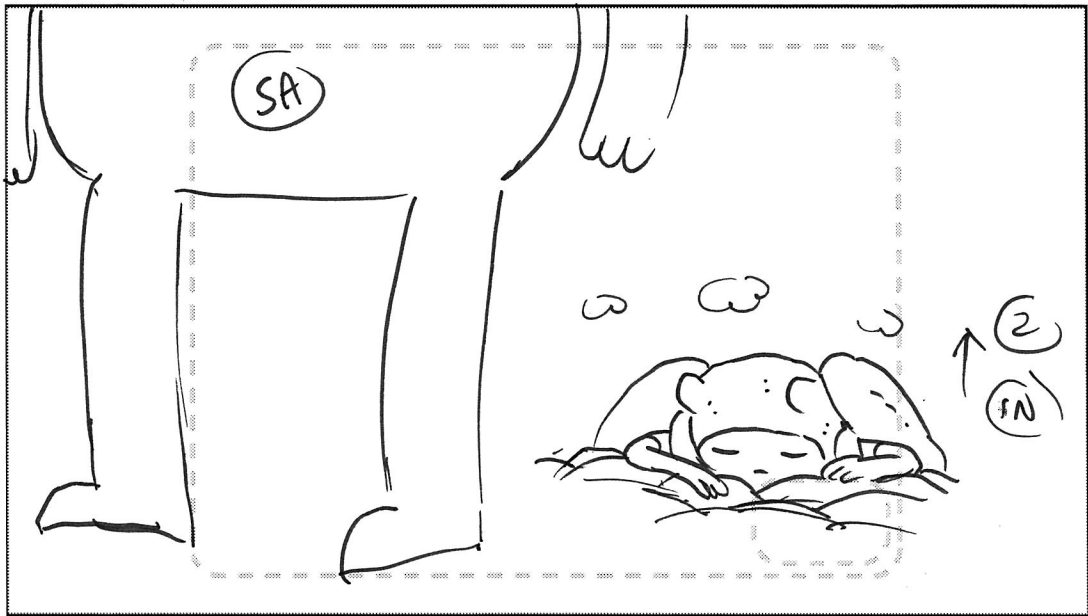
ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night



Sc. 149 Pnl. B Bg. day night



Dialog:		
Action:		
Timing:		

① rocks shift - Finn crawls up through rocks



EPISODE # 1034-227

Production :

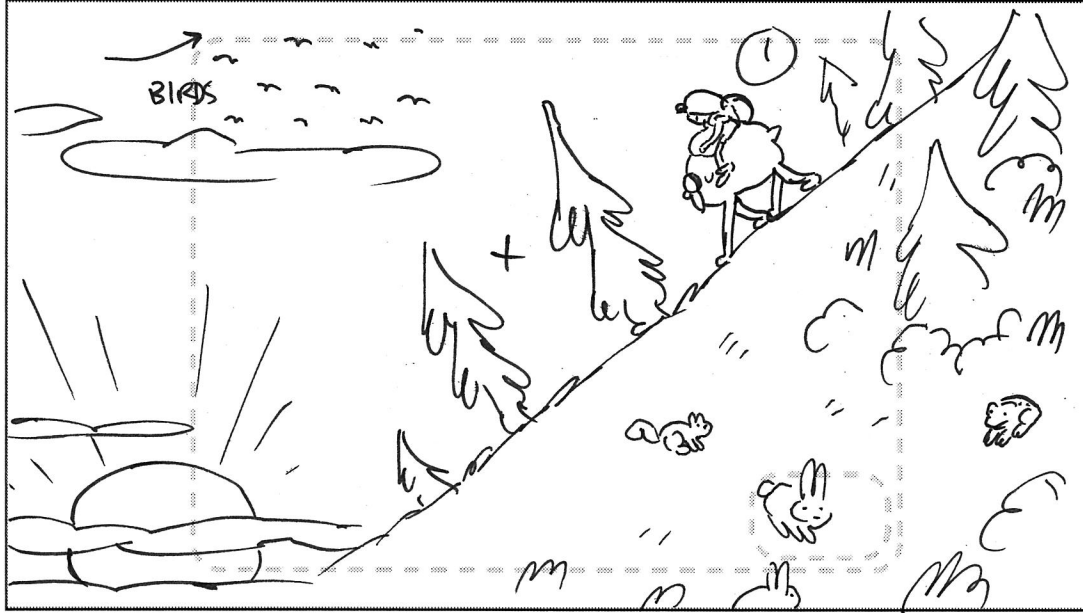
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ADVENTURE TIME

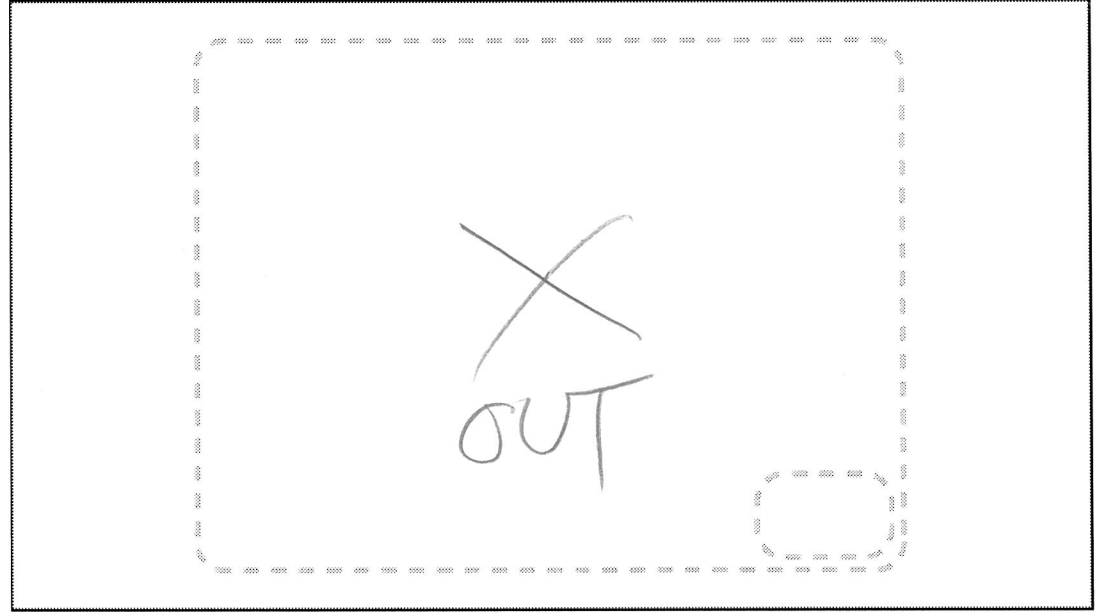


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Sc. 150 Pnl. A Bg. day night



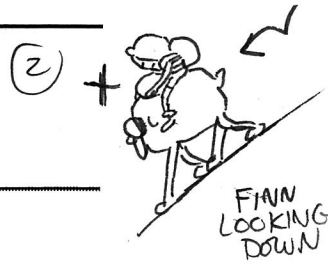
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



EPISODE #

1034-227

Production :

ADVENTURE TIME



184

Page

Sc.

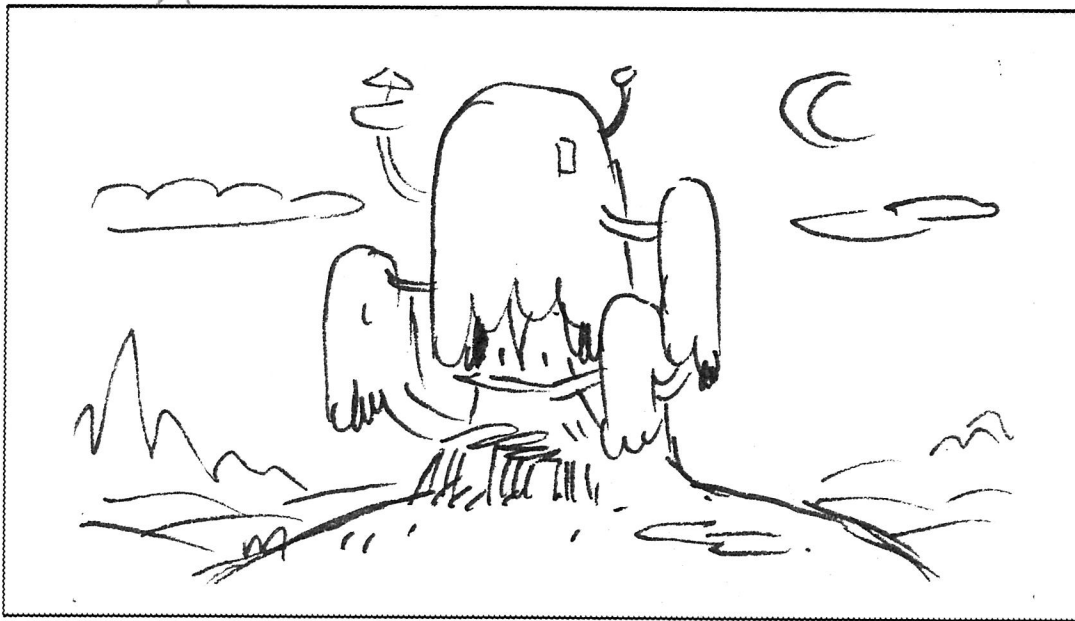
151

Pnl.

A

Bg.

day night



Sc.

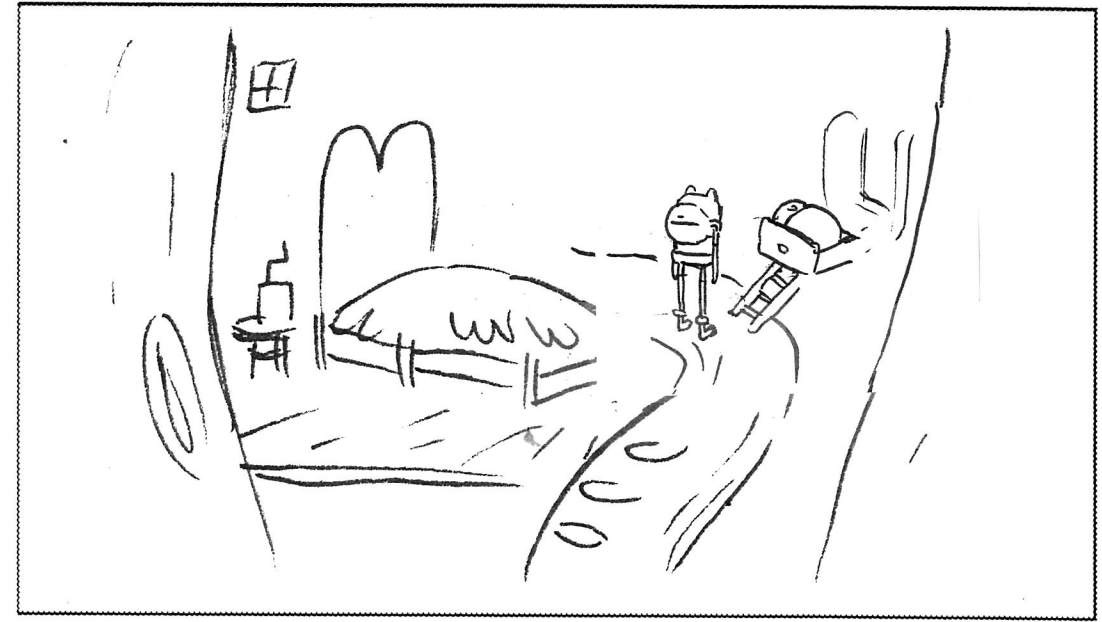
152

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

(F) ^(V.O.) But I guess
I gotta see
this one through
on my own...

1034-227

EPISODE #

Production :

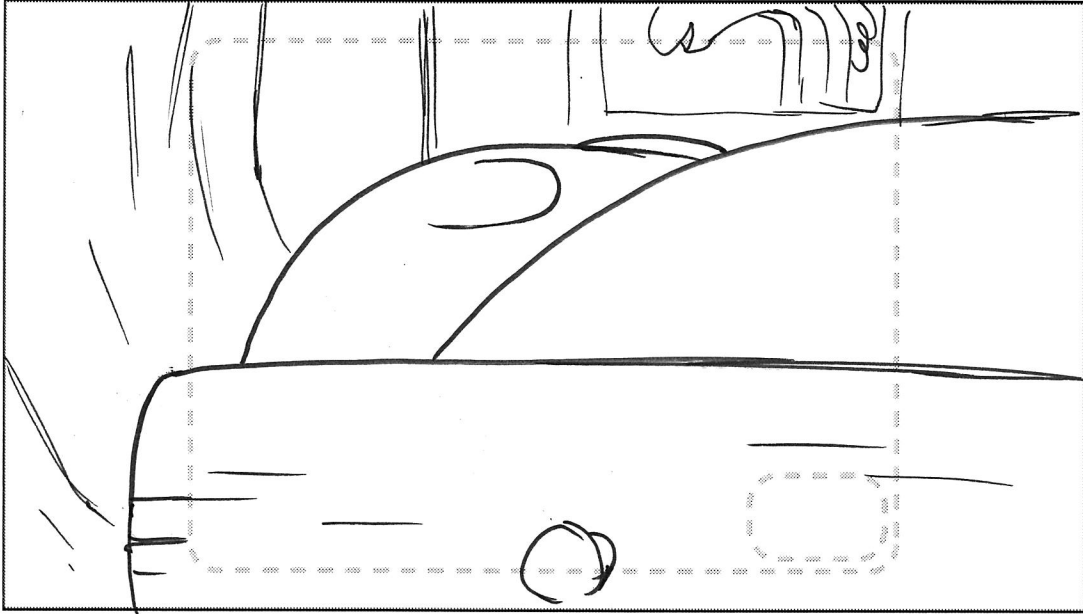
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ADVENTURE TIME

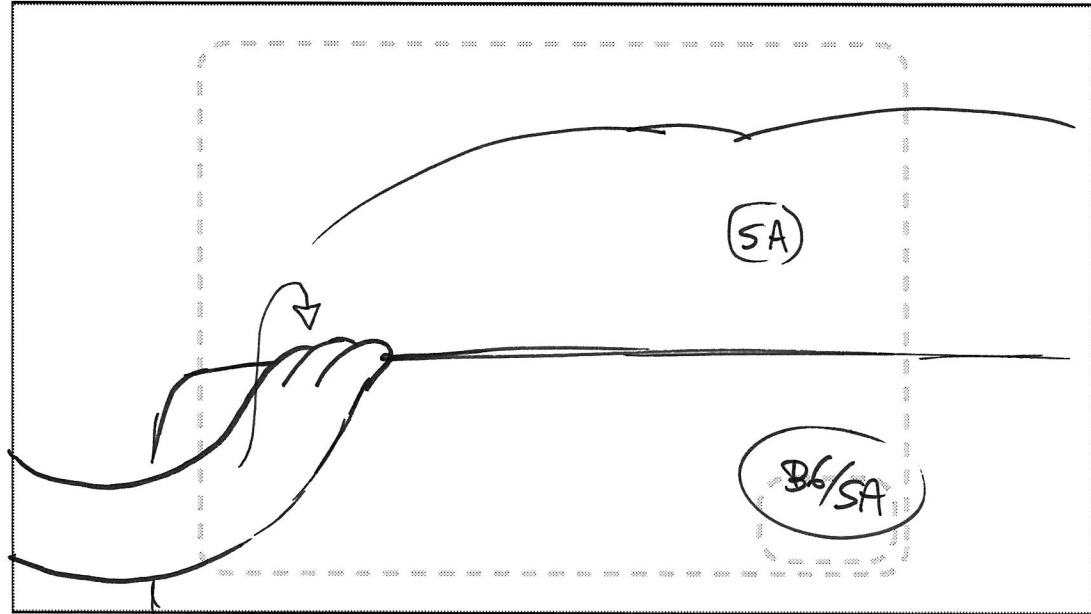


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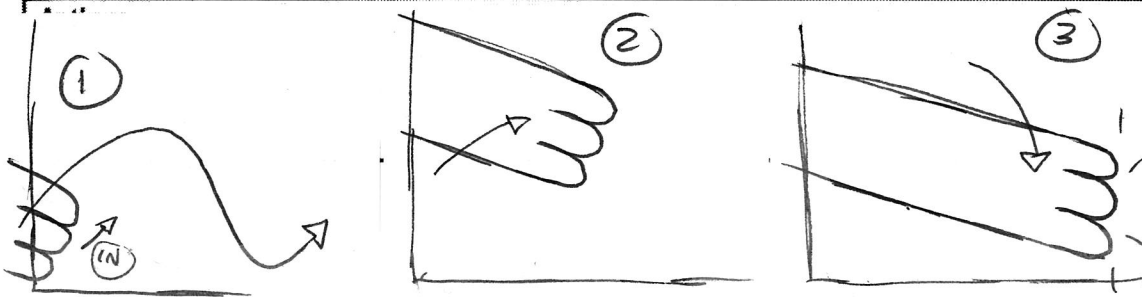
Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:



- Finn feels around blindly until his hand touches Jakes bed.

1034-227

EPISODE #

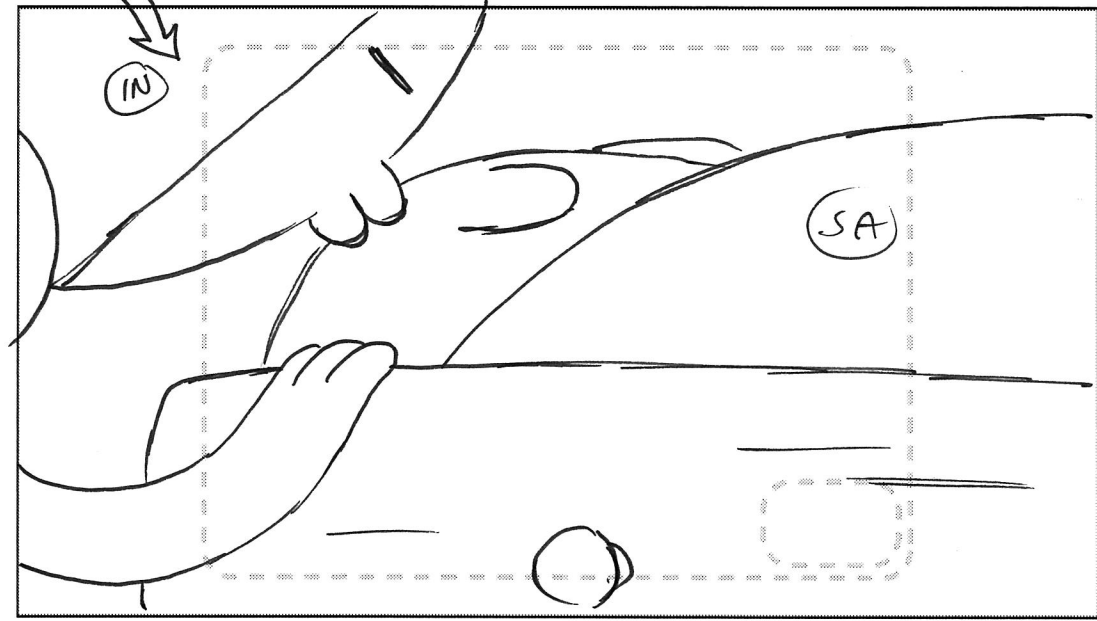
Production :

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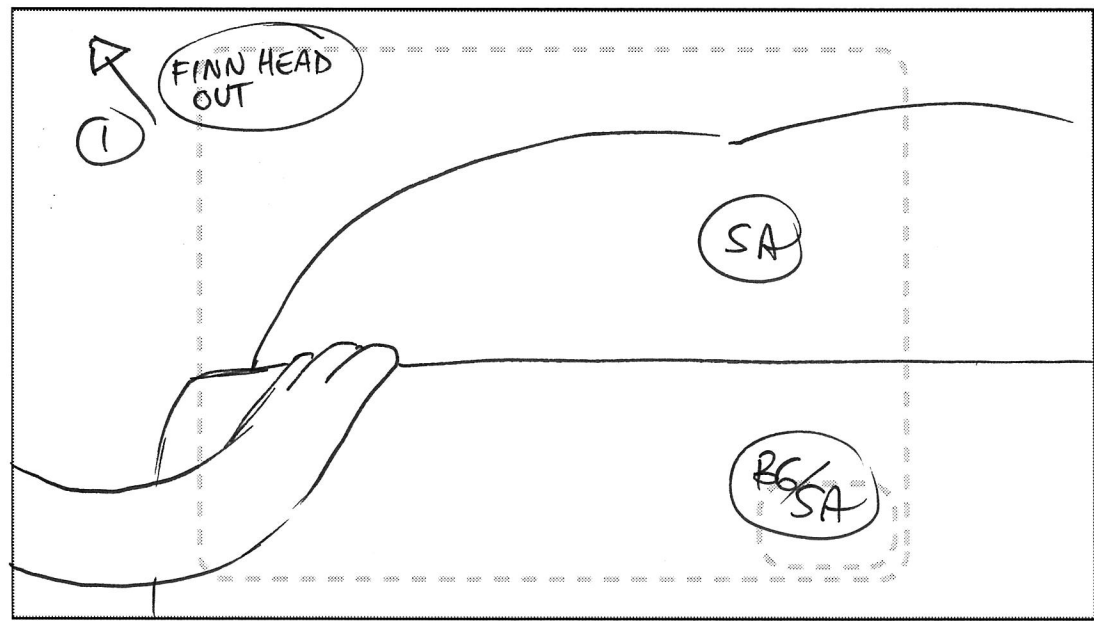
ADVENTURE TIME



Sc. 153 Pnl. C Bg. day night



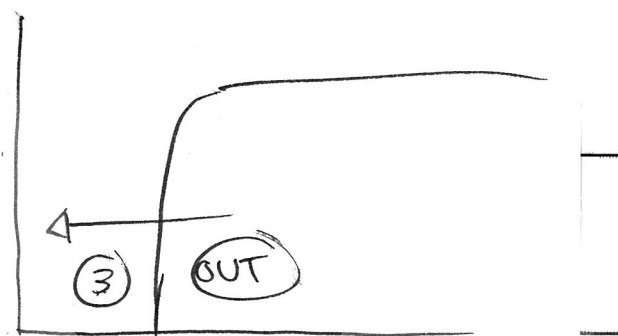
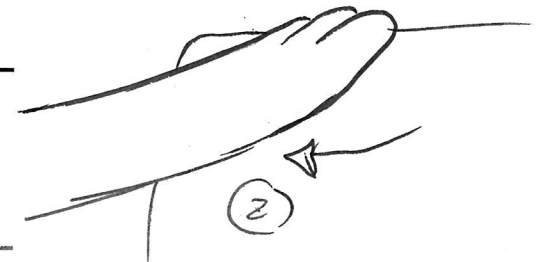
Sc. 153 Pnl. D Bg. day night



Dialog: (F:) * KISS *

Action: - Finn kisses Jake

Timing:



EPISODE # 1034-227

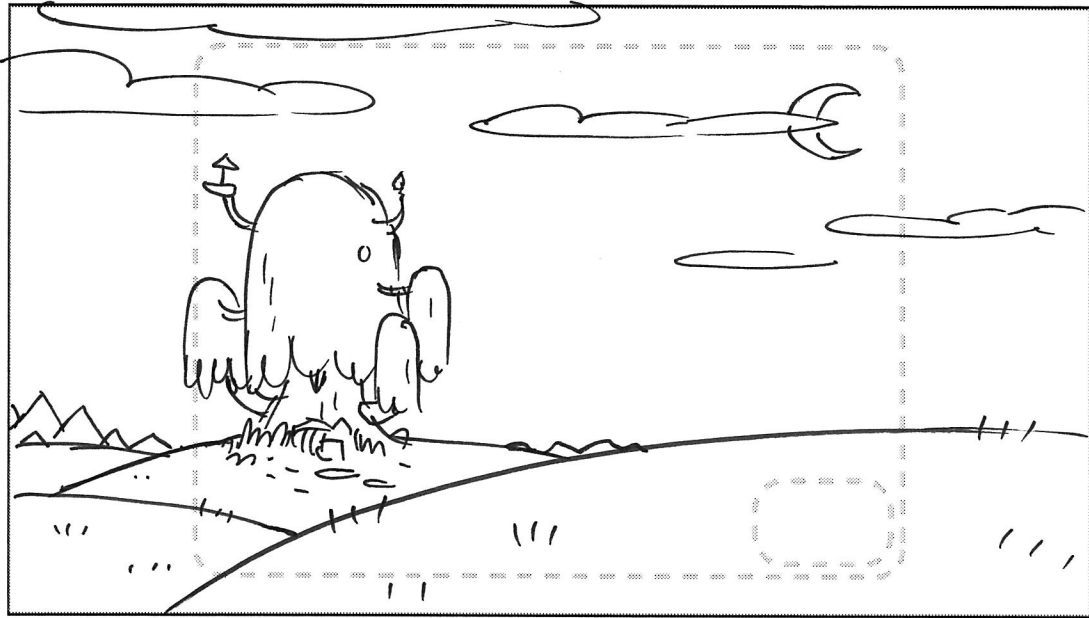
Production :

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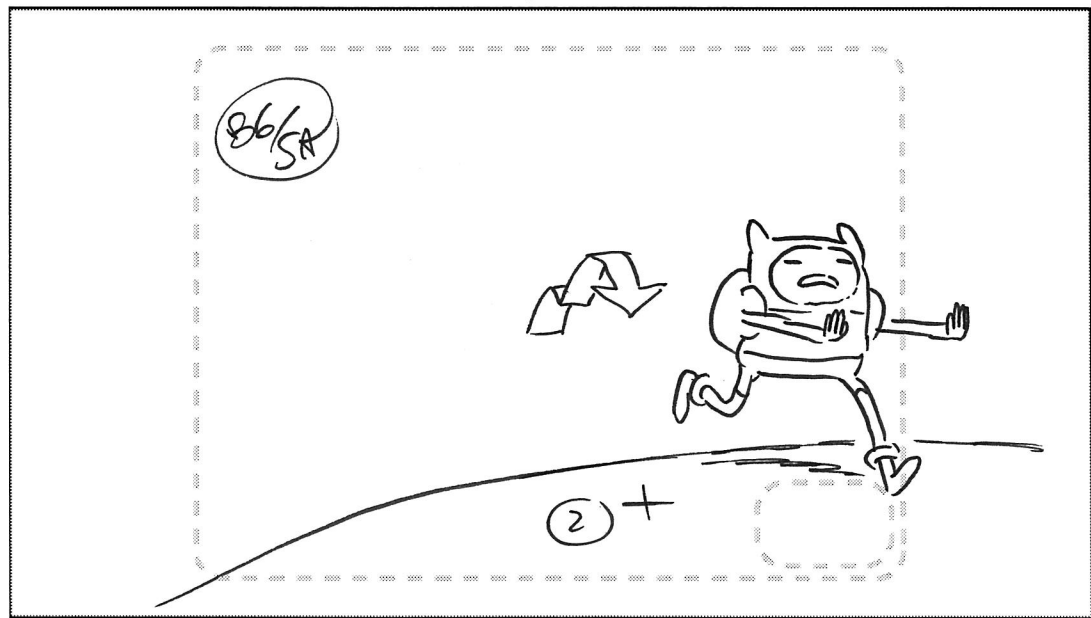
ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night



Sc. 154 Pnl. B Bg. day night



Dialog:

(FINN) (VO) I'll...I'll see you around, buddy...

Action:

-Finn runs over the hill and offscreen.

Timing:

IN
1 +

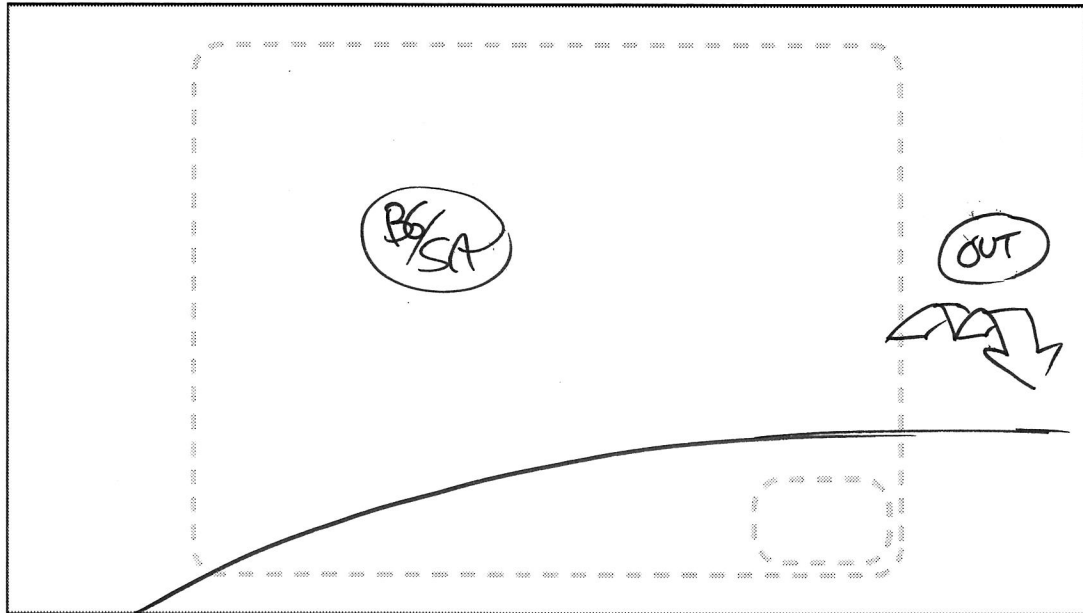
EPISODE # 1054-227

Production :

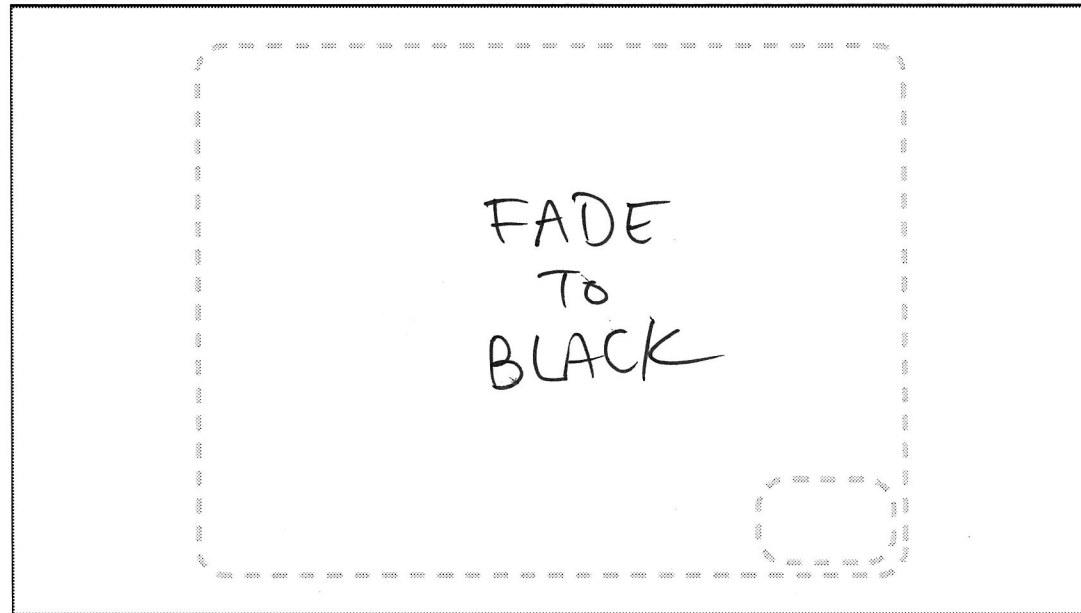
ADVENTURE TIME



Sc. 154 Pnl. C Bg. day night



Sc. 154 Pnl. D Bg. day night



Dialog: (JAKE) (V.O.): smek smek = [half-asleep]... wow, Lady.. I never knew you were a submarine... *mmm smek* [falls back asleep]

Action: ALTS!

Timing:

EPISODE # 1034-227

Production :

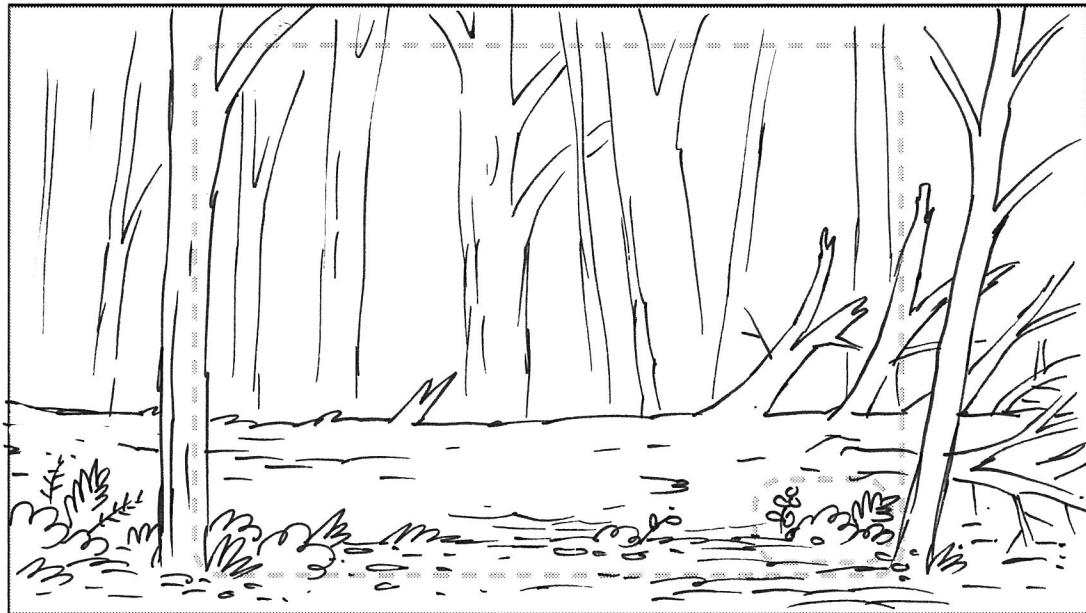
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ADVENTURE TIME

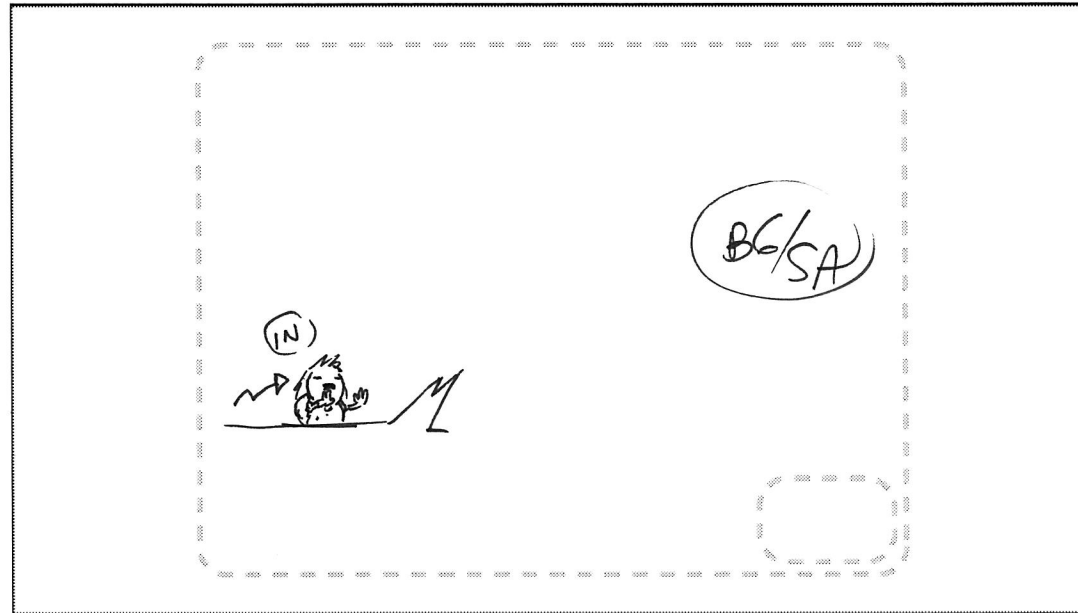


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Sc. 155 Pnl. A Bg. day night



Sc. 155 Pnl. B Bg. day night



Dialog:

(F:) * panting * [growing louder →]

Action:

Timing:

EPISODE #

1054-227

Production :

ADVENTURE TIME



Page 190

Sc.

155

Pnl.

C

Bg.

day night

Sc.

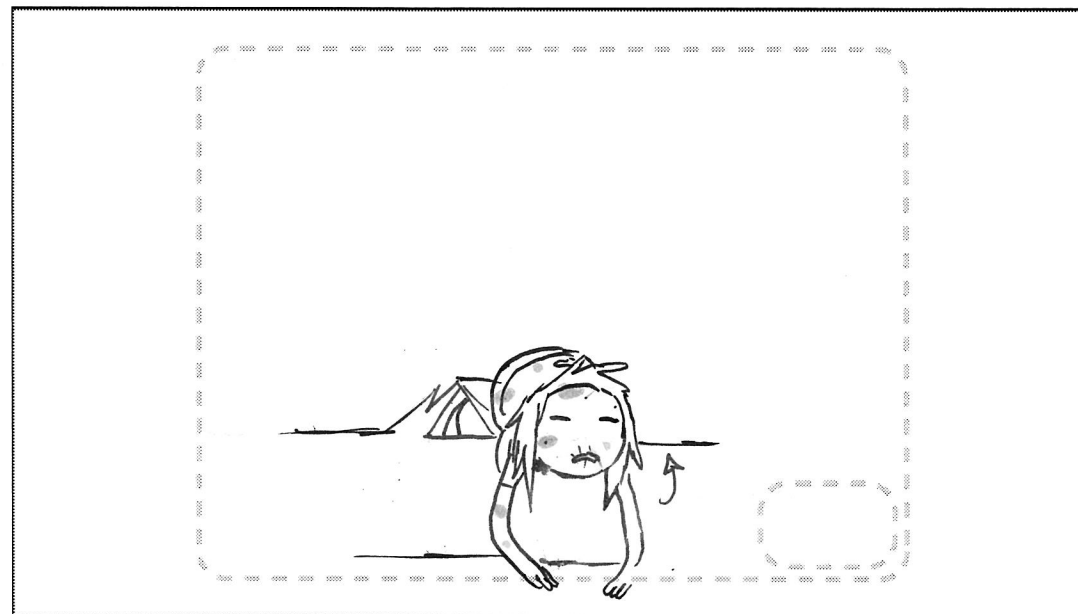
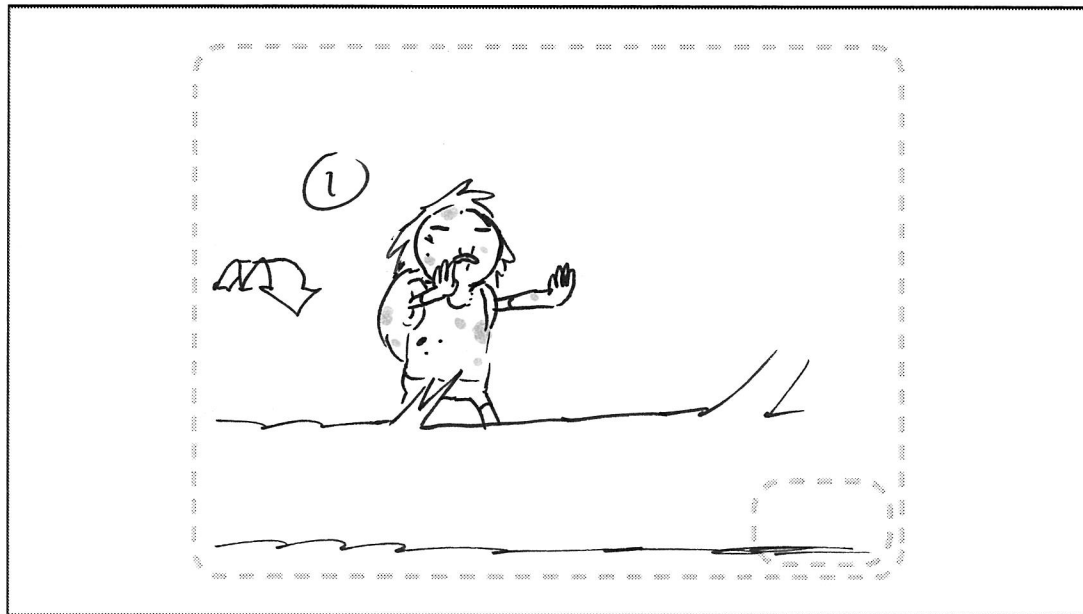
155

Pnl.

D

Bg.

day night



Dialog:

(F:) OOF

(SFX) SLAM

(F:) * panting, catching his breath *

Action:



- Finn trips and falls over log.
- Finn's shirt gets snagged on broken branch.

Timing:



1034-227

EPISODE #

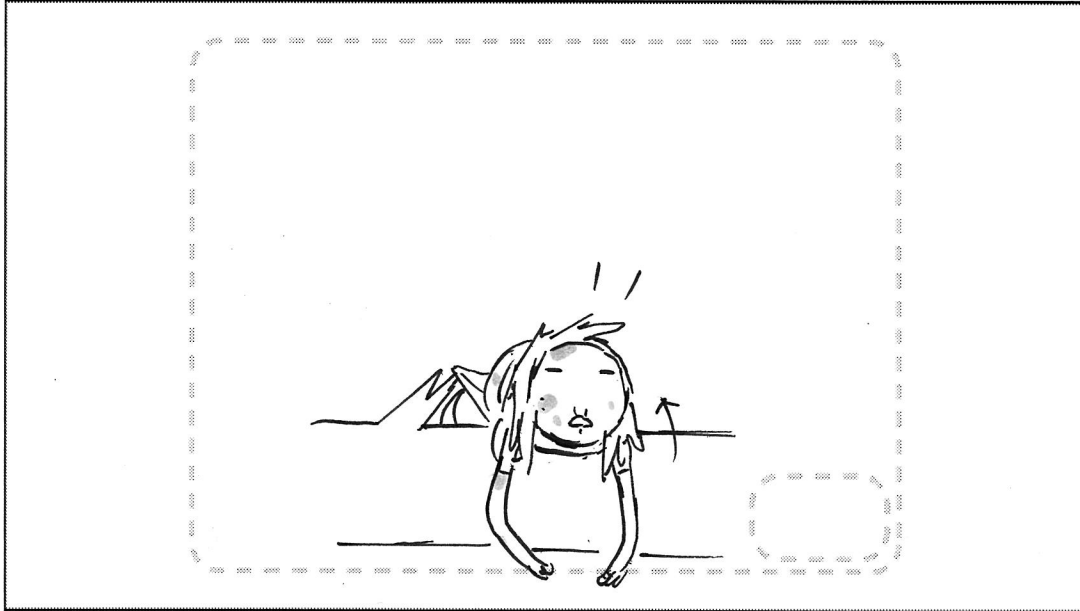
Production :

ADVENTURE TIME

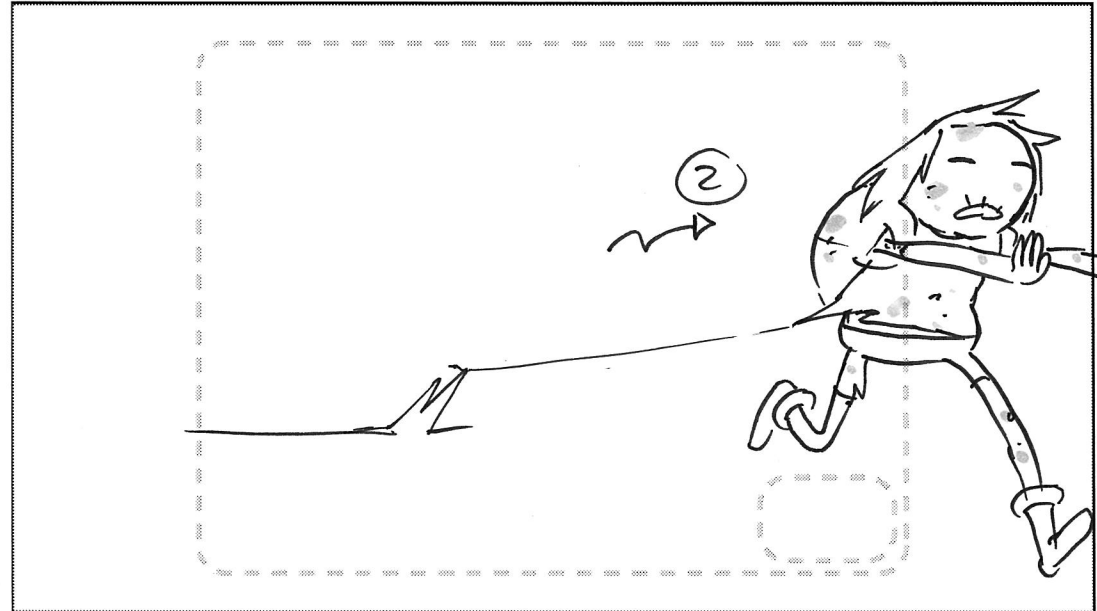


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Sc. 155 Pnl. E Bg. day night



Sc. 155 Pnl. F Bg. day night



Dialog:

(SFX:) BURBLING BROOK

(FINN:) * excited panting *

(SFX:) zzzzzzzzz [thread unraveling]

Action:

- Finn hears running water.

Timing:



- Finn runs offscreen
- A thread from Finn's shirt remains caught on the branch

EPISODE #

1034-227

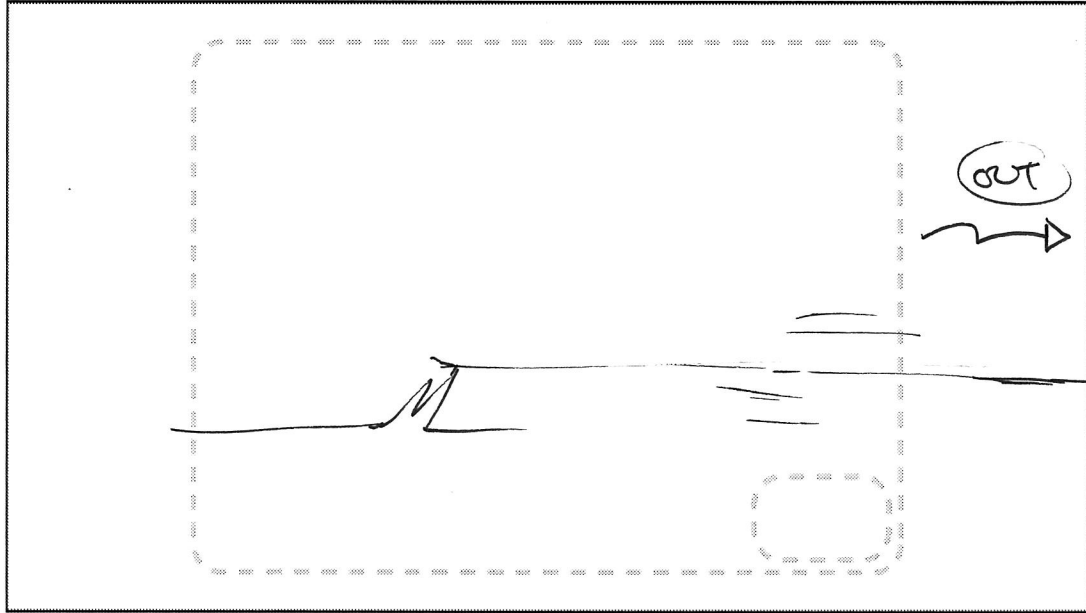
Production :

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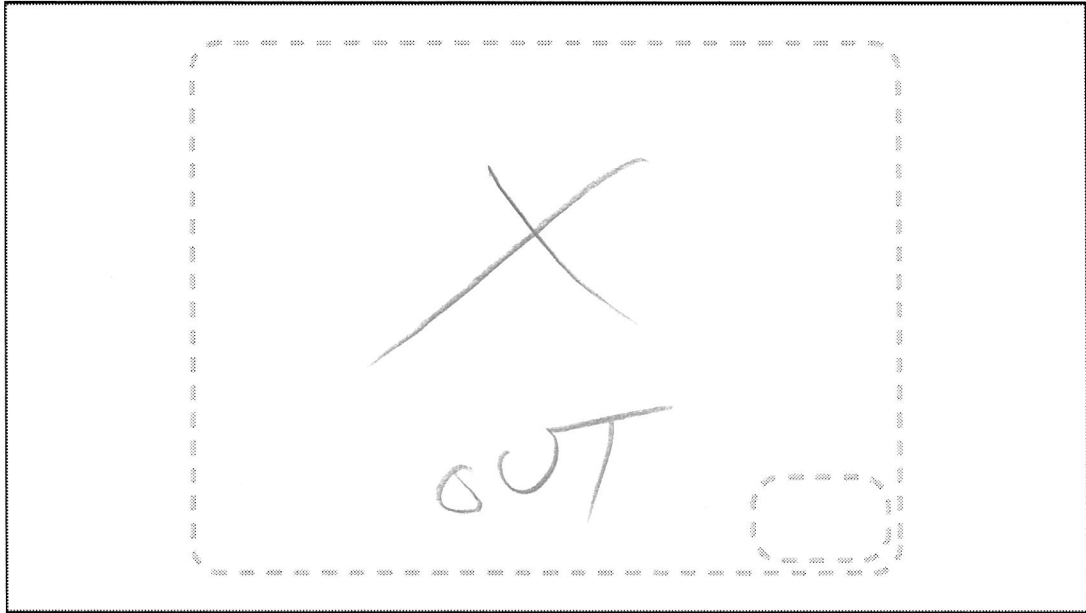
ADVENTURE TIME



Sc. 155 Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:
(Sfx:) zzzzzzz
Action:
Timing:

EPISODE # 1034-227
Production :

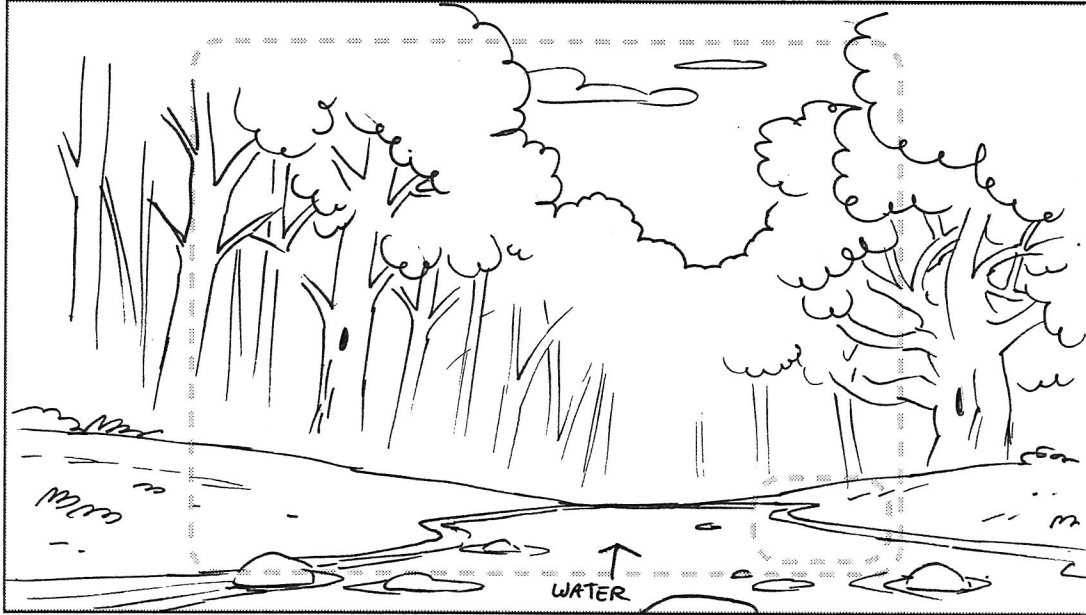
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ADVENTURE TIME

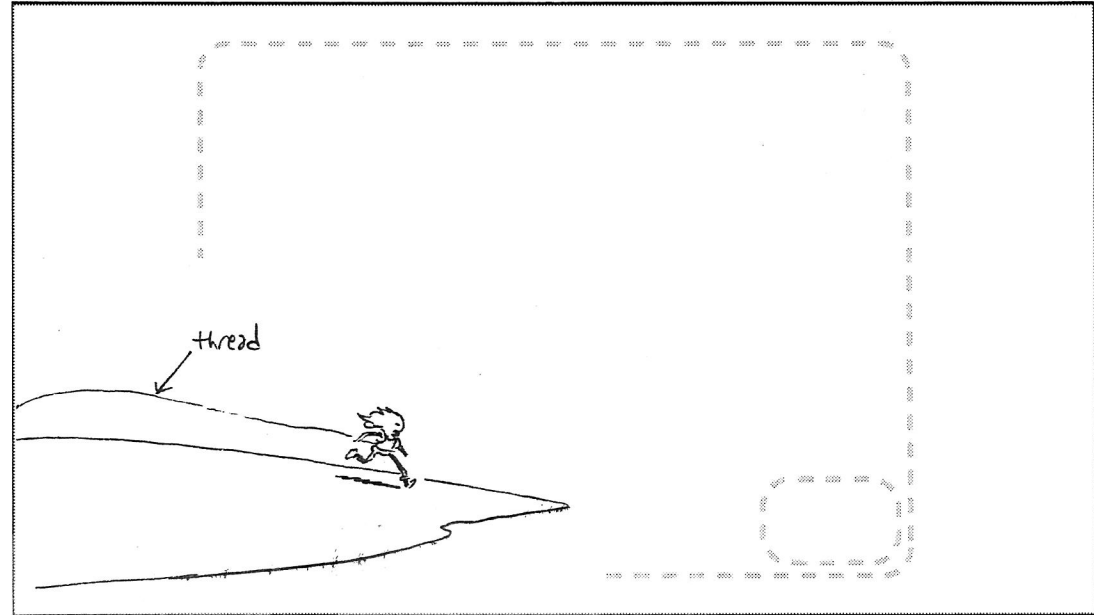


Page 193

Sc. 156 Pnl. A Bg. day night



Sc. 156 Pnl. B Bg. day night



Dialog:

Action:

Timing:

(SFX) z z z z z z z z



- Finn runs up to riverbank

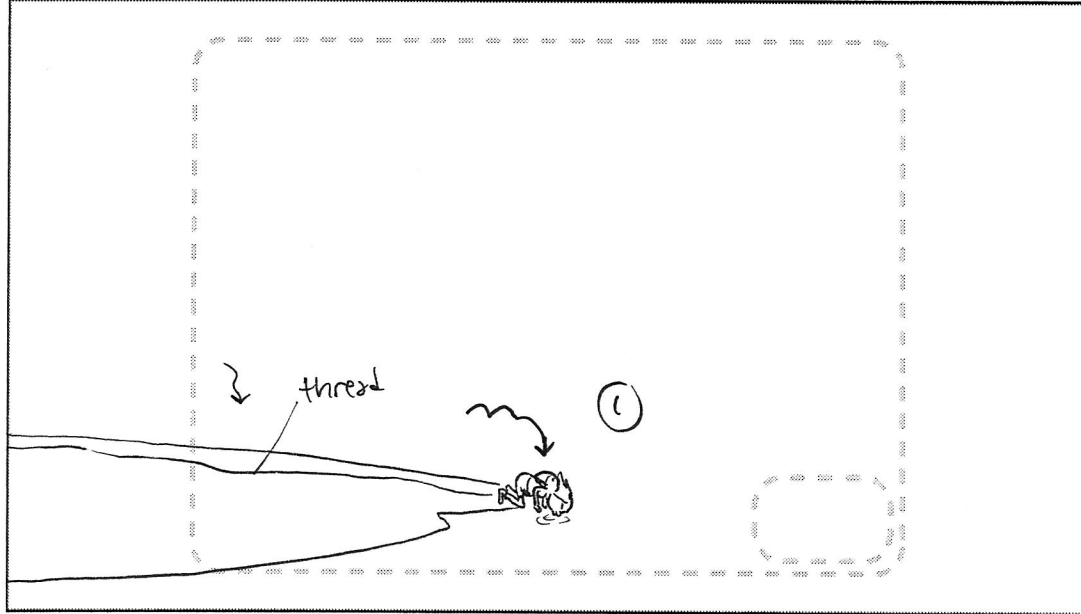
EPISODE # 1034-227

Production :

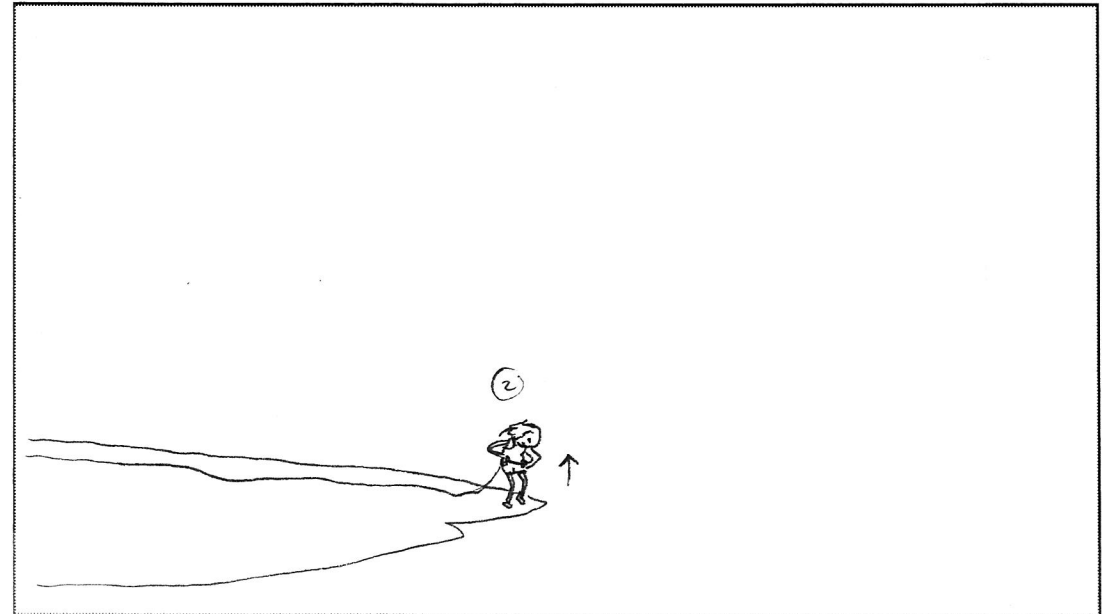
ADVENTURE TIME



Sc. 156 Pnl. C Bg. day night



Sc. 156 Pnl. D Bg. day night



Dialog:

(F) * slurp slurp slurp *
(2) AHH!

Action:

- Finn bends down and drinks from RIVER

- Finn strips down to his underwear -

Timing:



1034-227

EPISODE #

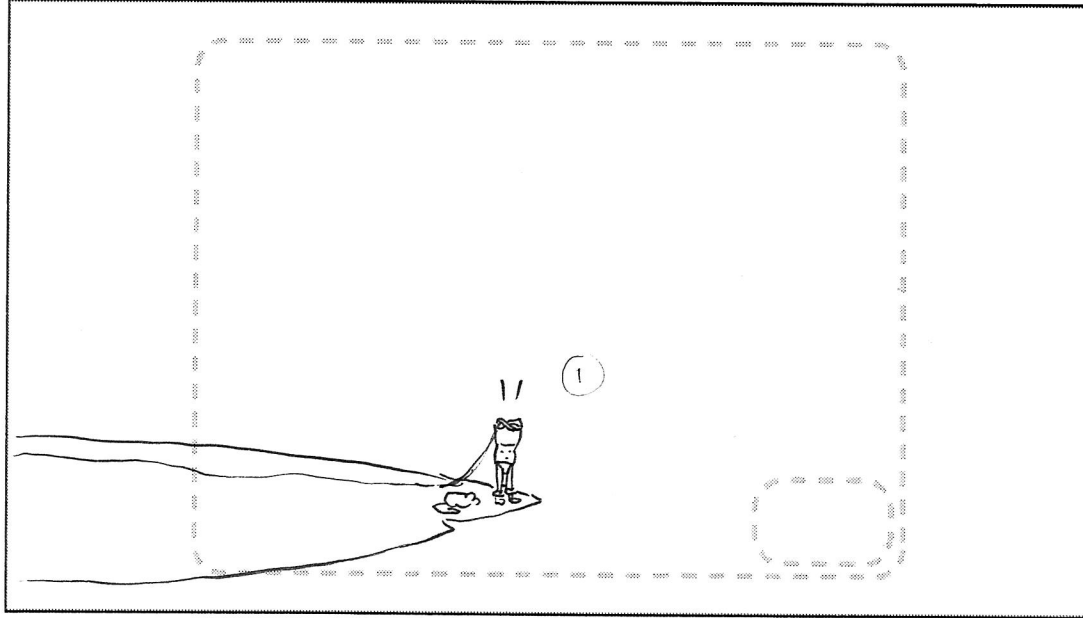
Production :

ADVENTURE TIME

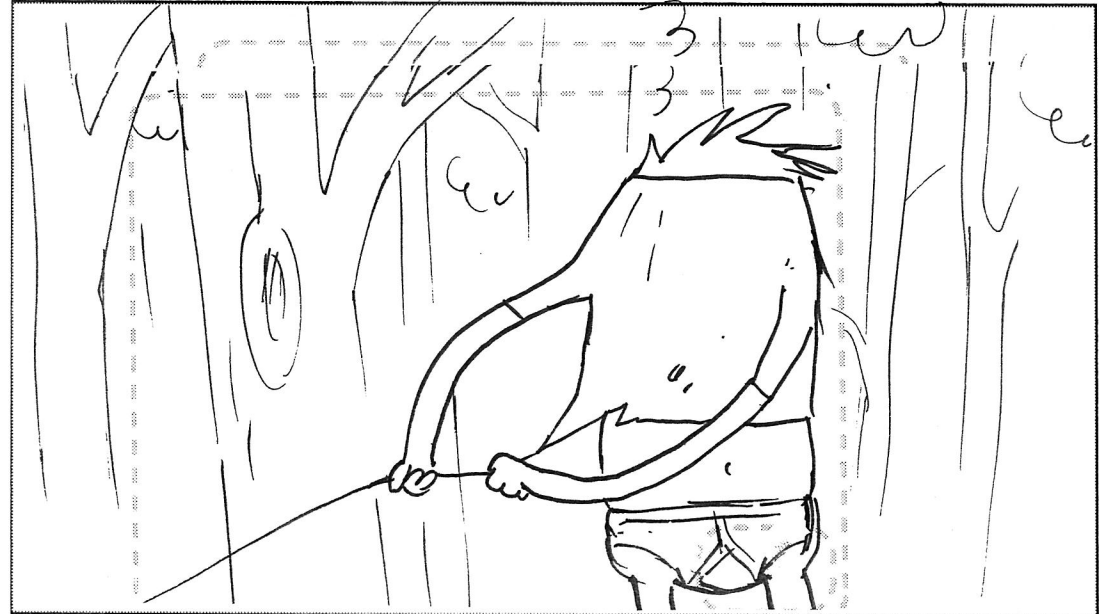


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Sc. 156 Pnl. E Bg. day night



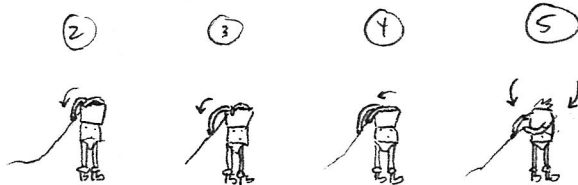
Sc. 157 Pnl. A Bg. day night



Dialog:

(F:) (4:) what the? ...

Action:



- when taking off his shirt, Finn notices the caught thread.

Timing:

EPISODE # 1034-227

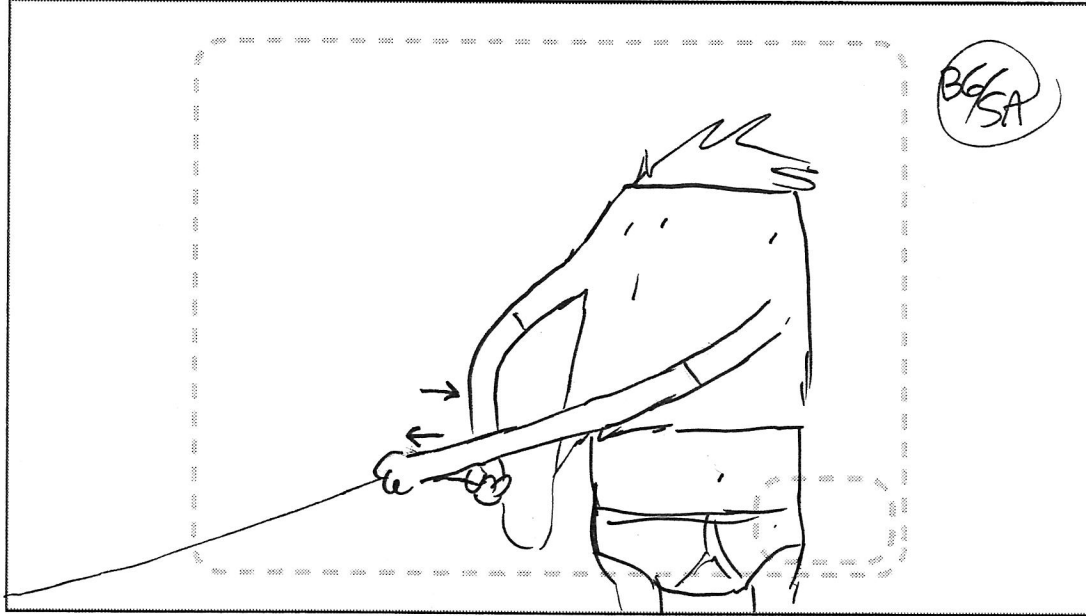
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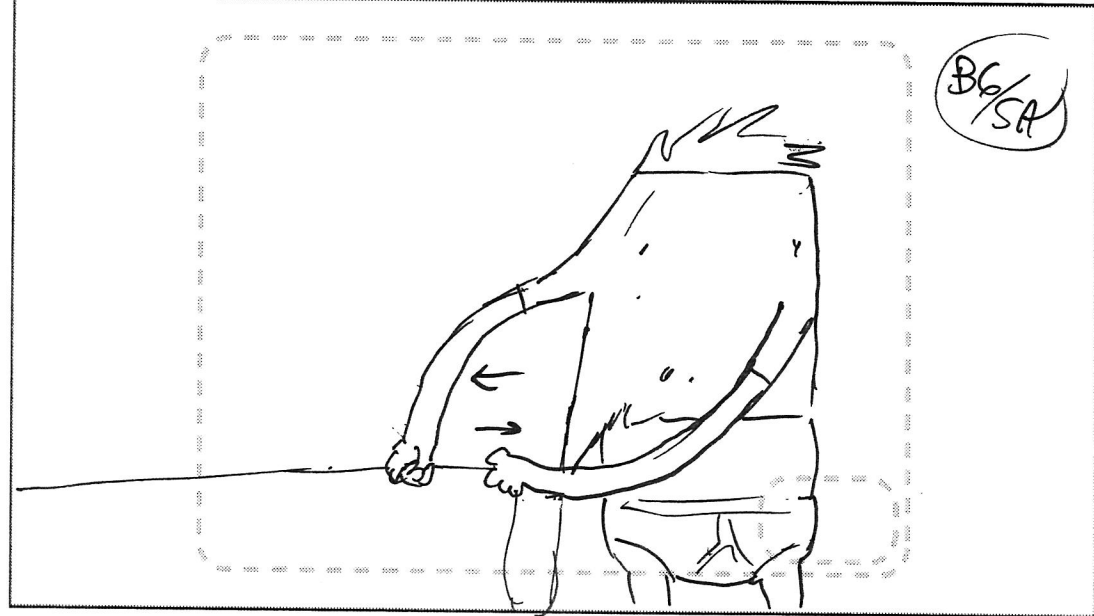
ADVENTURE TIME



Sc. 157 Pnl. B Bg. day night



Sc. 157 Pnl. C Bg. day night



Dialog:

Action:

- Finn reels in the slack thread.

Timing:

1034-227

EPISODE #

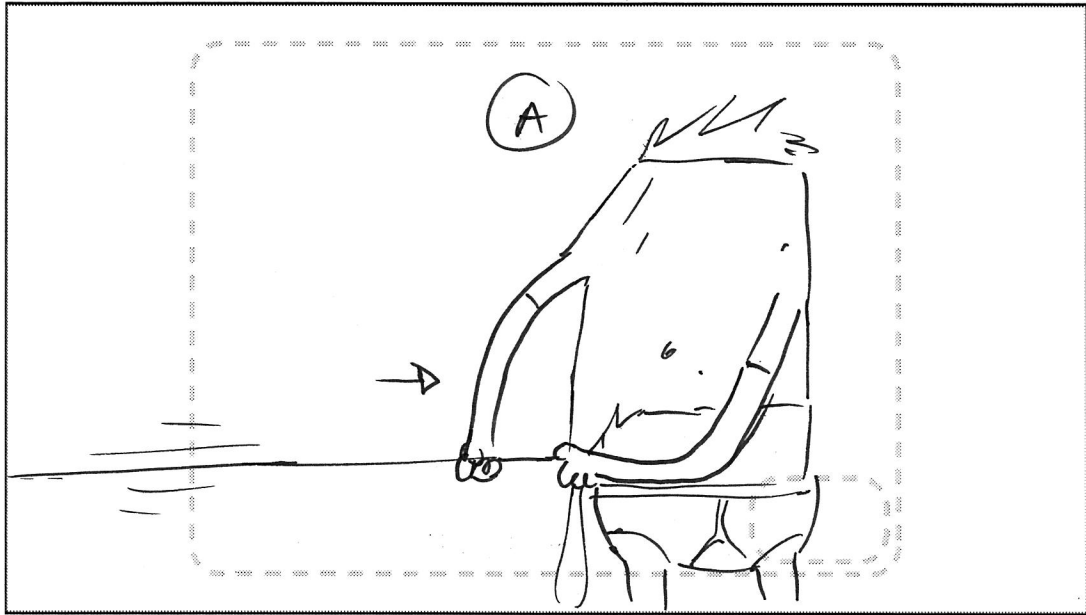
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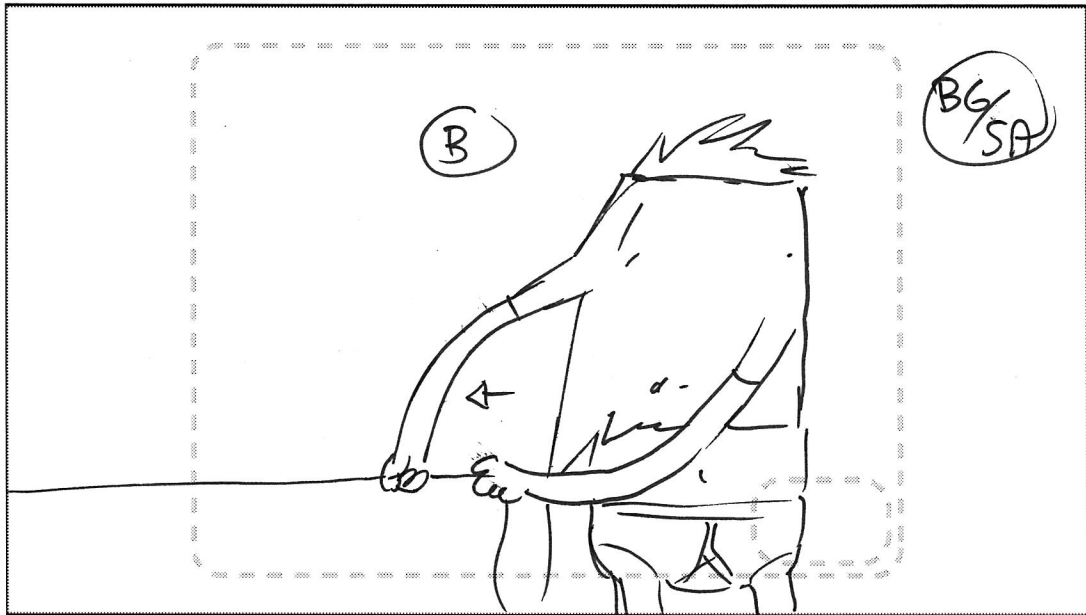
ADVENTURE TIME



Sc. 157 Pnl. D Bg. day night



Sc. 157 Pnl. E Bg. day night



Dialog:	(SFX) = TOINK TOINK =
Action:	(FINN) (A) (B) (A) (B) - Finn tugs twice on the caught thread.
Timing:	

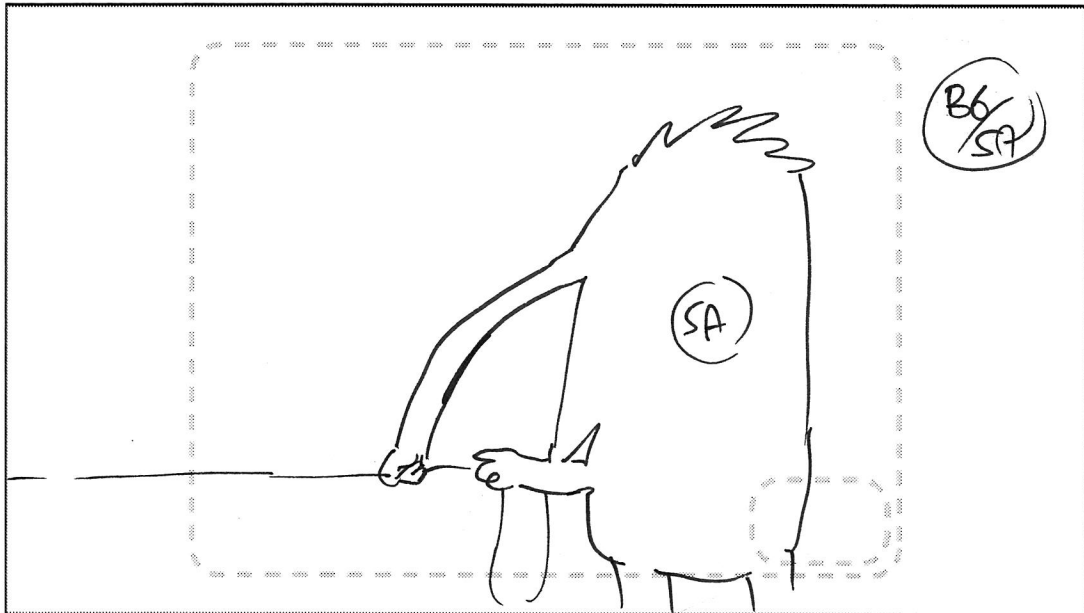
EPISODE # 1034-227
Production :

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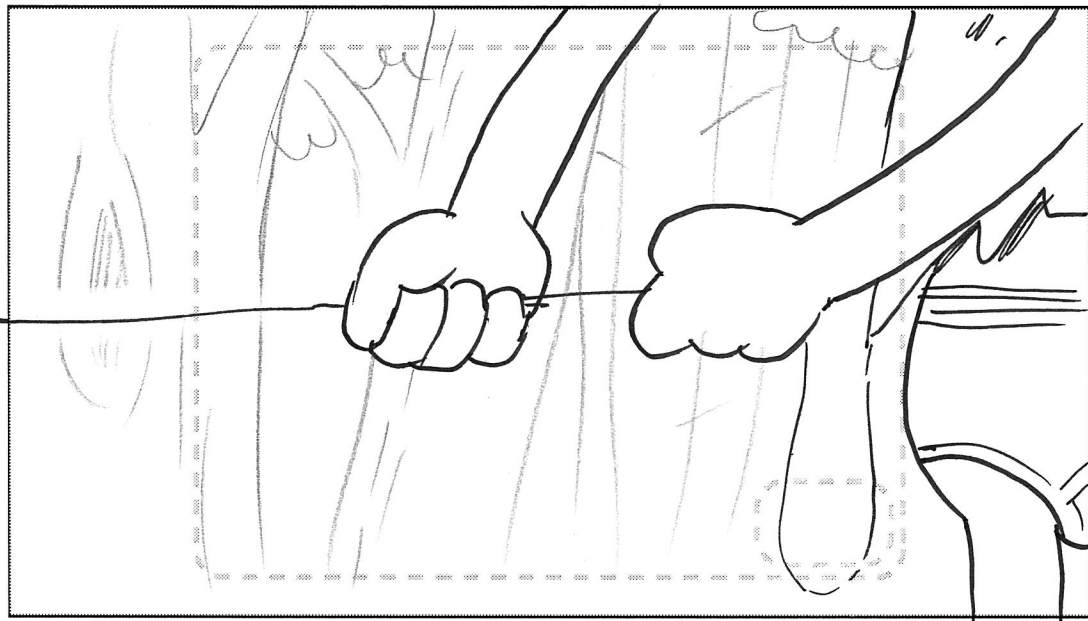
ADVENTURE TIME



Sc. 157 Pnl. F Bg. day night



Sc. 158 Pnl. A Bg. day night



Dialog:	(FINN) * GASP! * NO - how long has this been going on ?!
Action:	
Timing:	

EPISODE # 1034-227
Production :

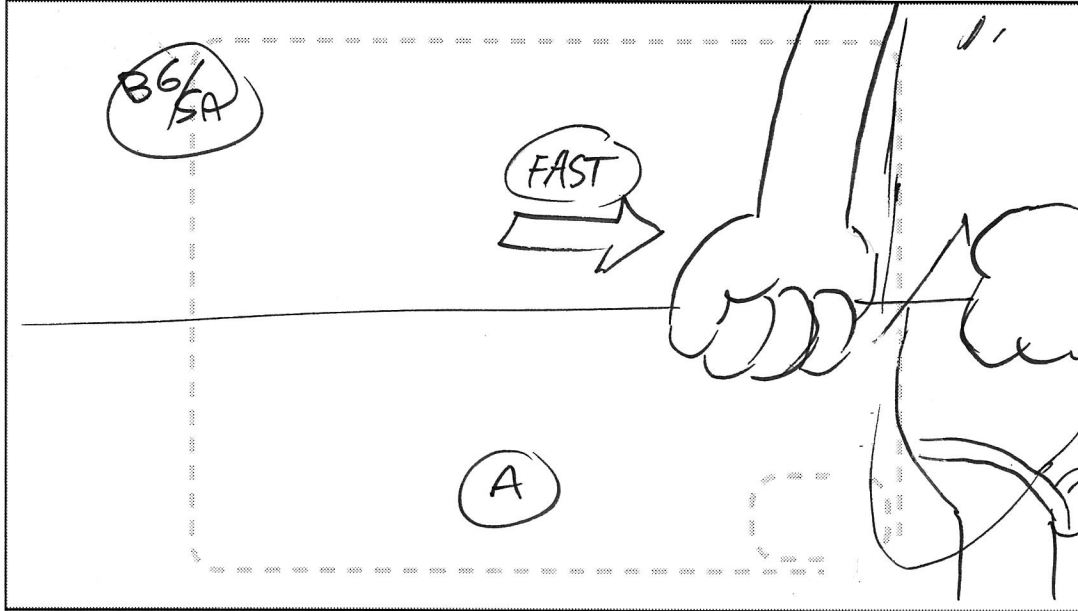
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ADVENTURE TIME

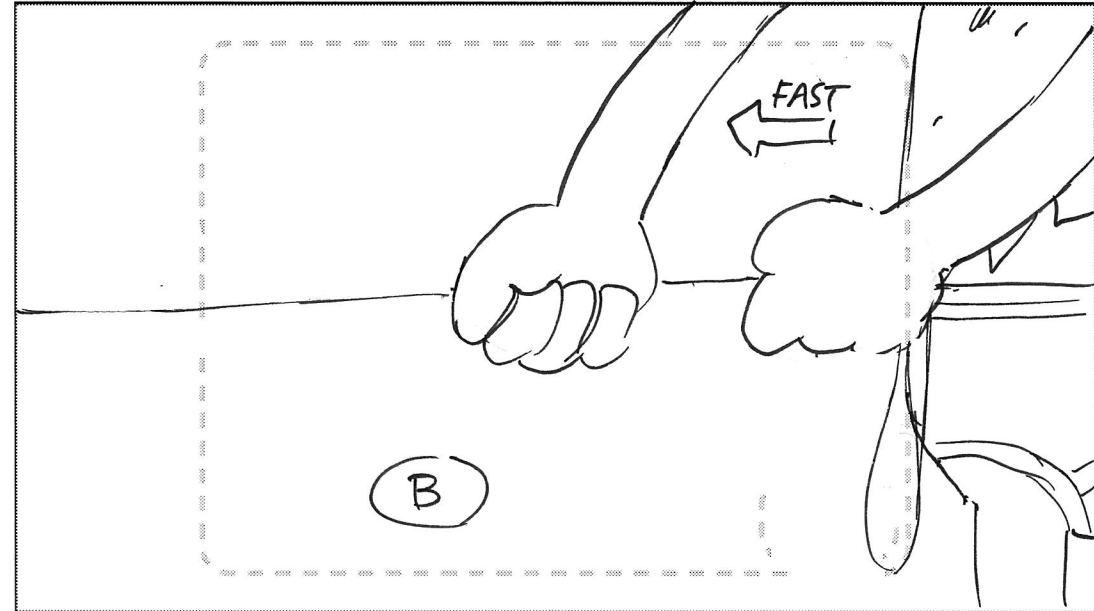


Page 119

Sc. 158 Pnl. B Bg. day night



Sc. 158 Pnl. C Bg. day night



Dialog:

(SFX) : snap :

(FINN) OS

Someone's apt to track me down...

Action:

VERY FAST JERKING MOTION : (A) (B) - Finn jerks the thread to snap it off from what it's caught on.

Timing:

EPISODE # 1034-227

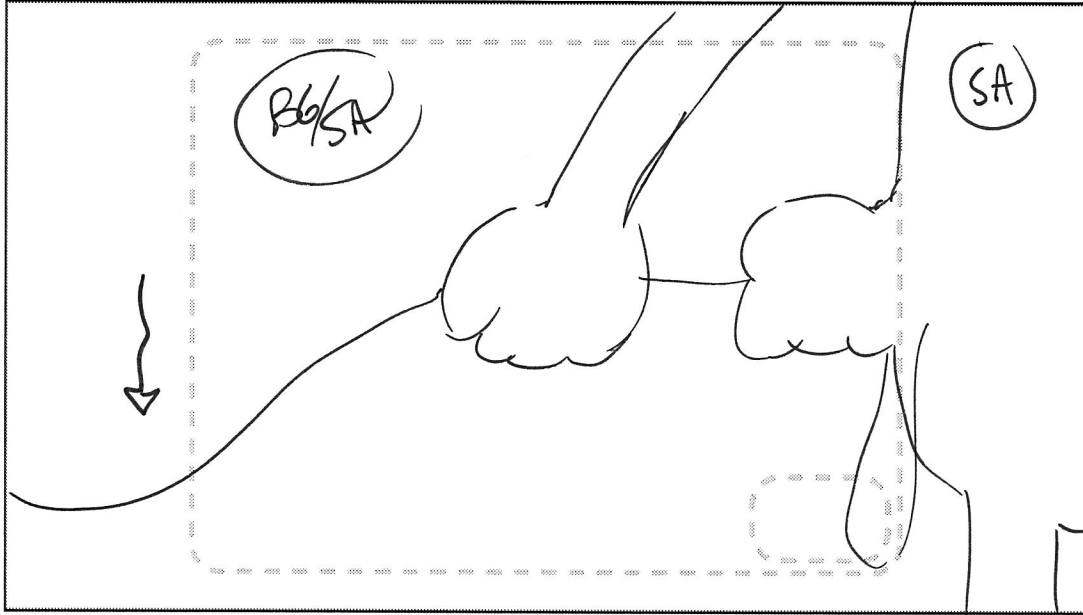
Production :

ADVENTURE TIME

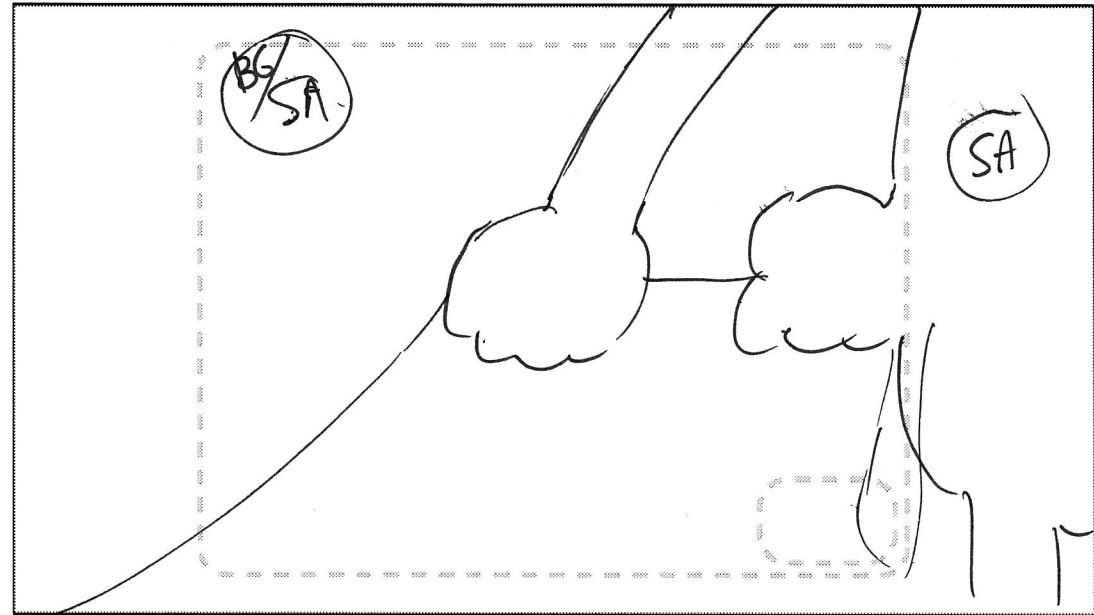


Page 200

Sc. 158 Pnl. D Bg. day night



Sc. 158 Pnl. E Bg. day night



Dialog:

(FINN) ... breadcrumb style...→

Action:

- Broken thread floatingly settles onto ground.

Timing:

1034-227

EPISODE #

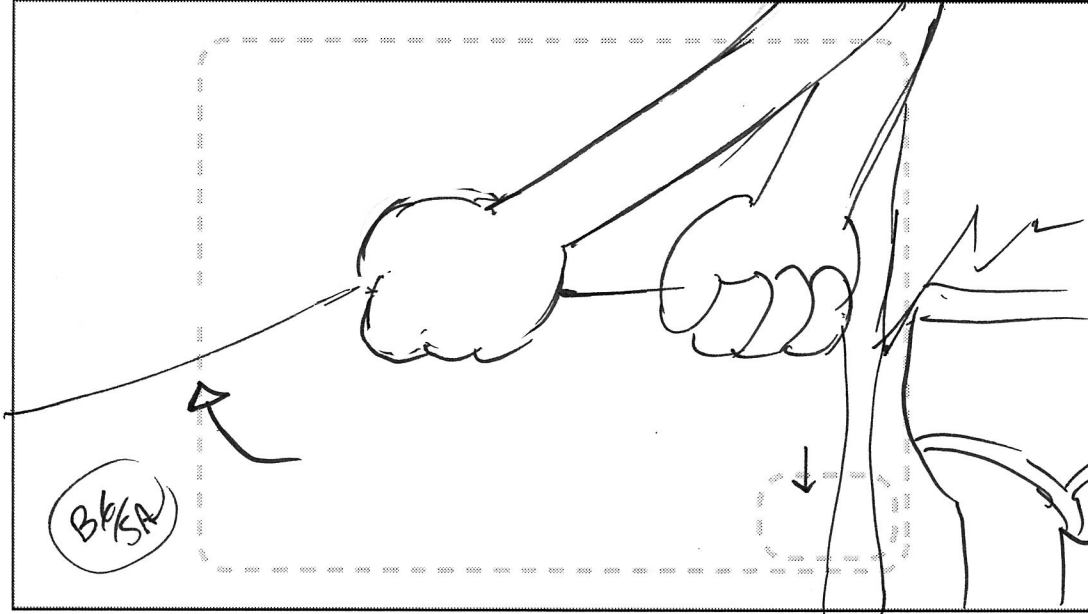
Production :

ADVENTURE TIME

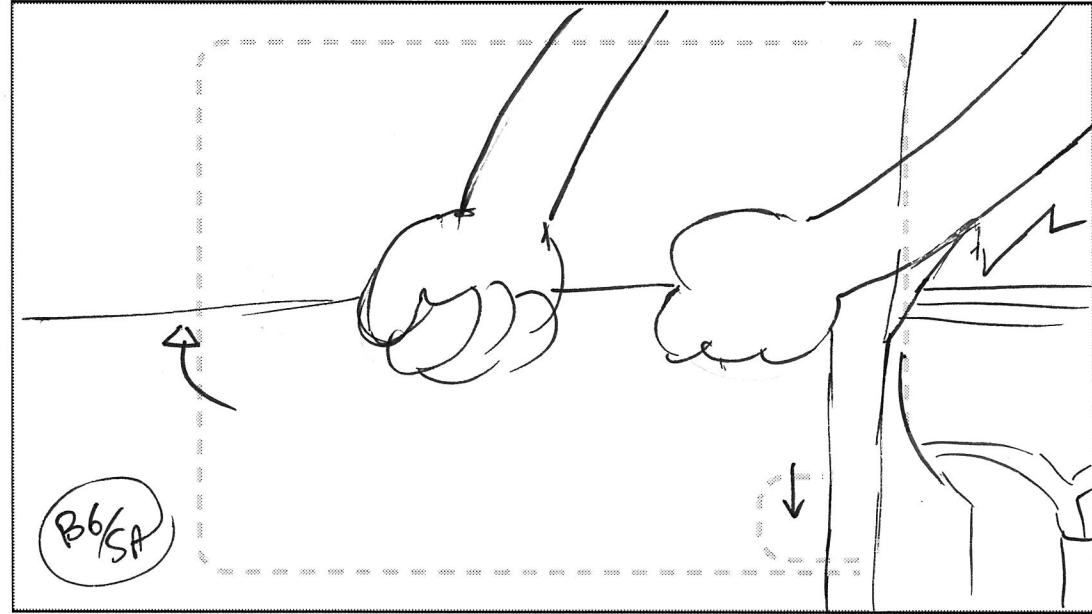


Page 201

Sc. 158 Pnl. F Bg. day night



Sc. 158 Pnl. G Bg. day night



Dialog:

(FINN) (OS): E.G.: Jake.

Action:

- Finn reels in loose thread

Timing:

1034-227

EPISODE #

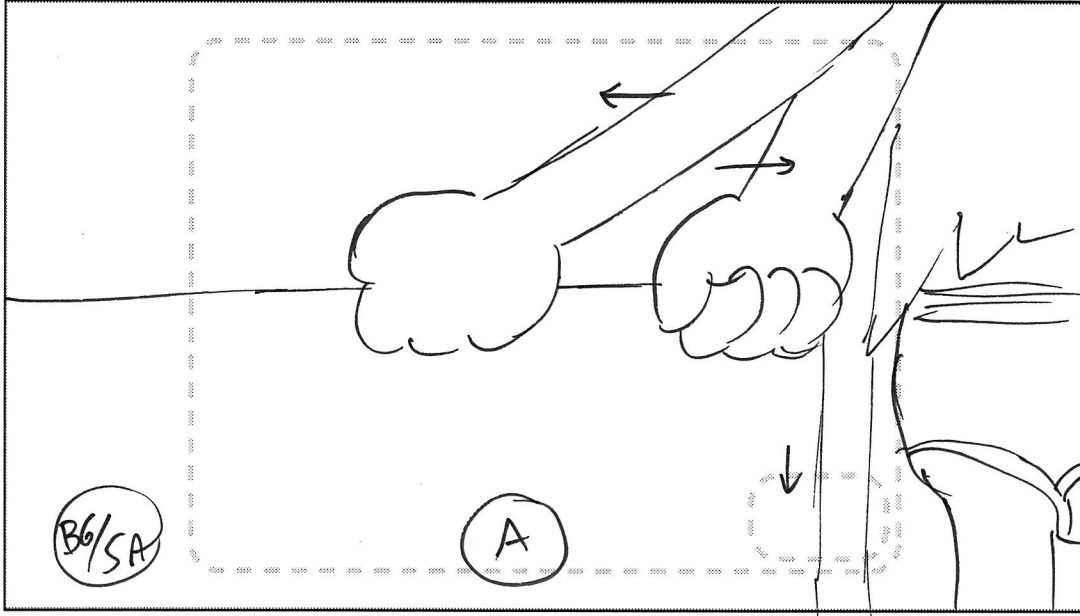
Production :

ADVENTURE TIME

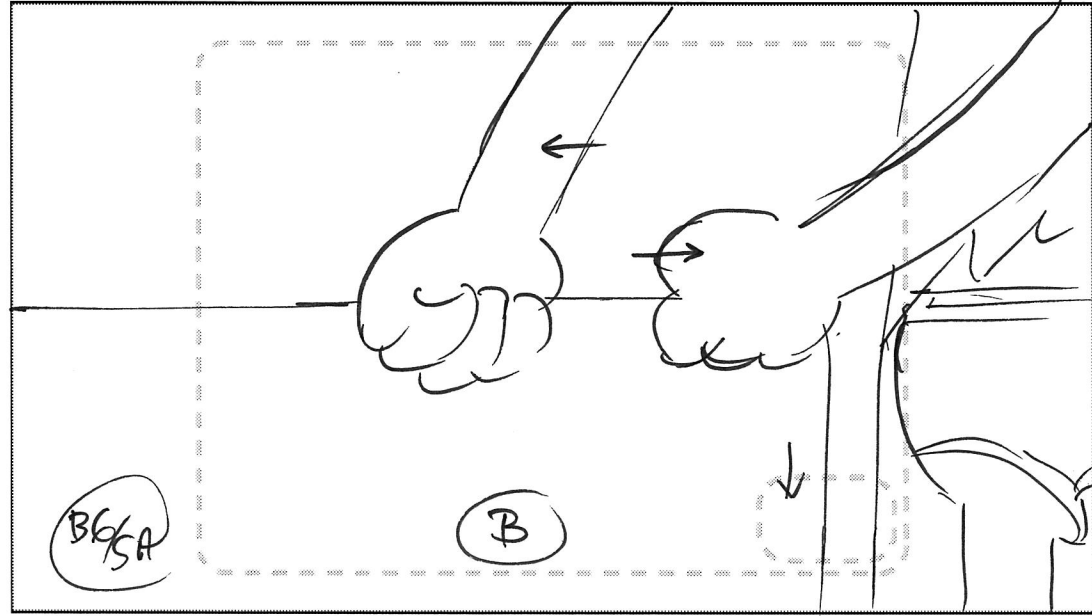


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Sc. 158 Pnl. H Bg. day night



Sc. 158 Pnl. I Bg. day night



Dialog:

Action:

FINN A B A B etc.

Timing:

1034-227

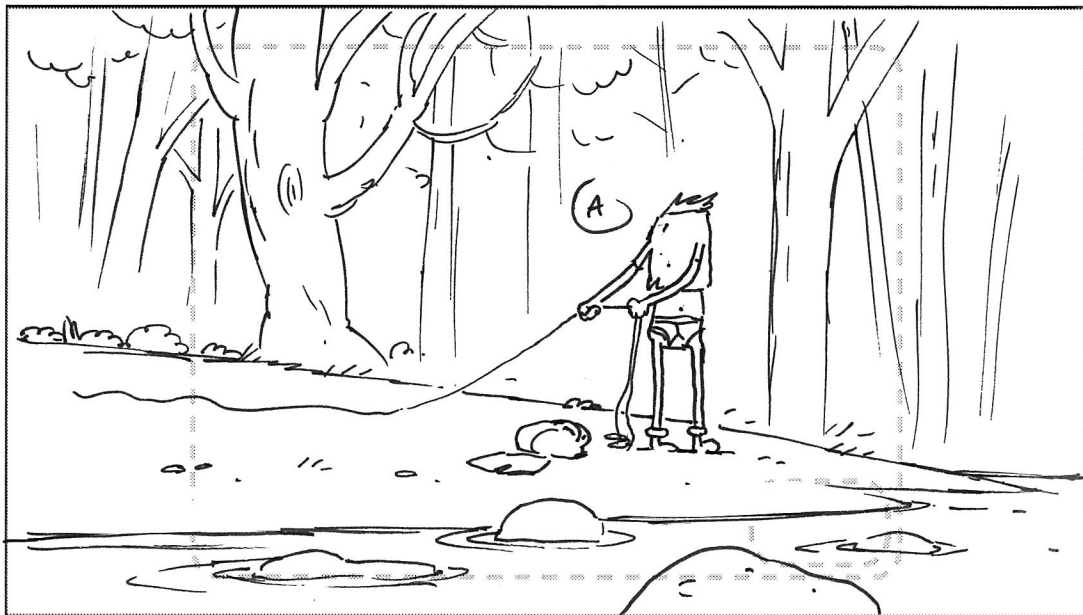
EPISODE #

Production :

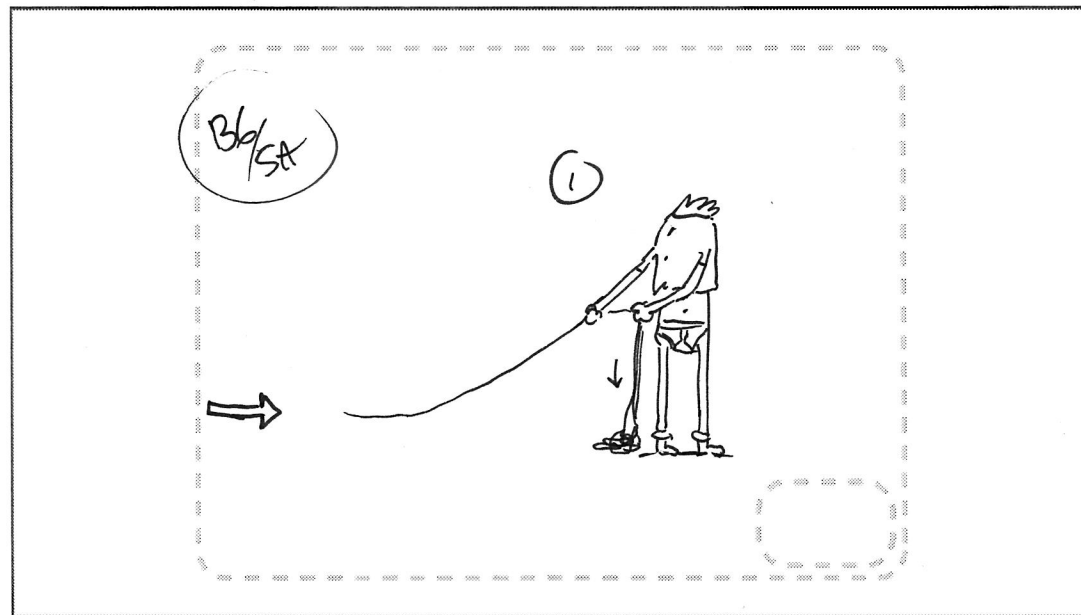
ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



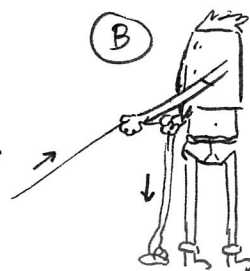
Sc. 159 Pnl. B Bg. day night



Dialog: FINN: can't let 'em catch me...

Action: A B A B etc.
- Finn finishes reeling in loose thread.

Timing:



A B A B cont.



EPISODE # 1154-227

Production :

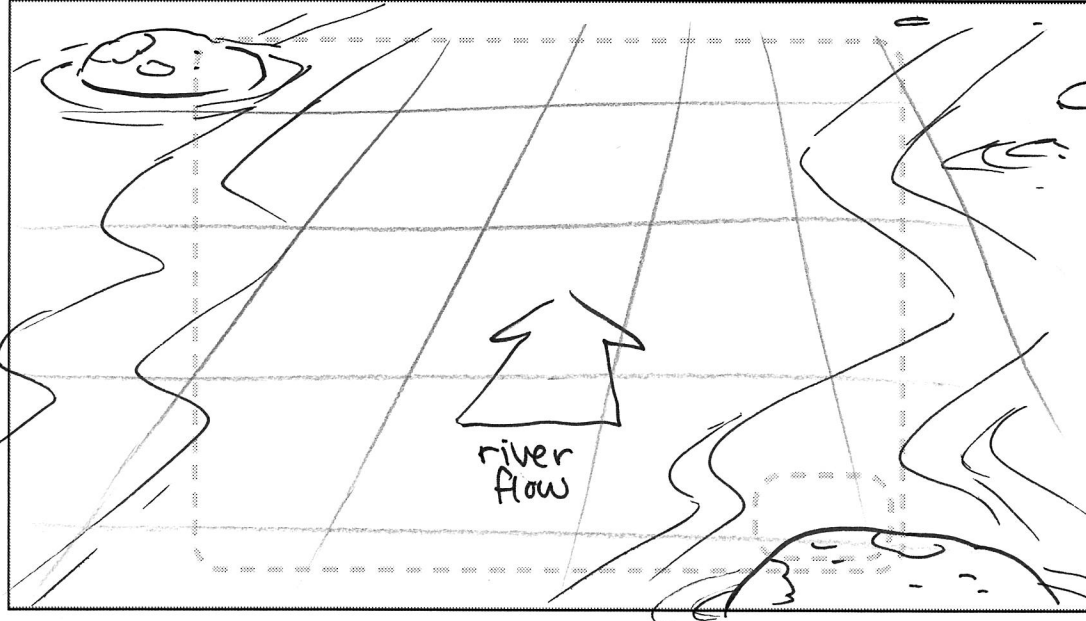
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ADVENTURE TIME

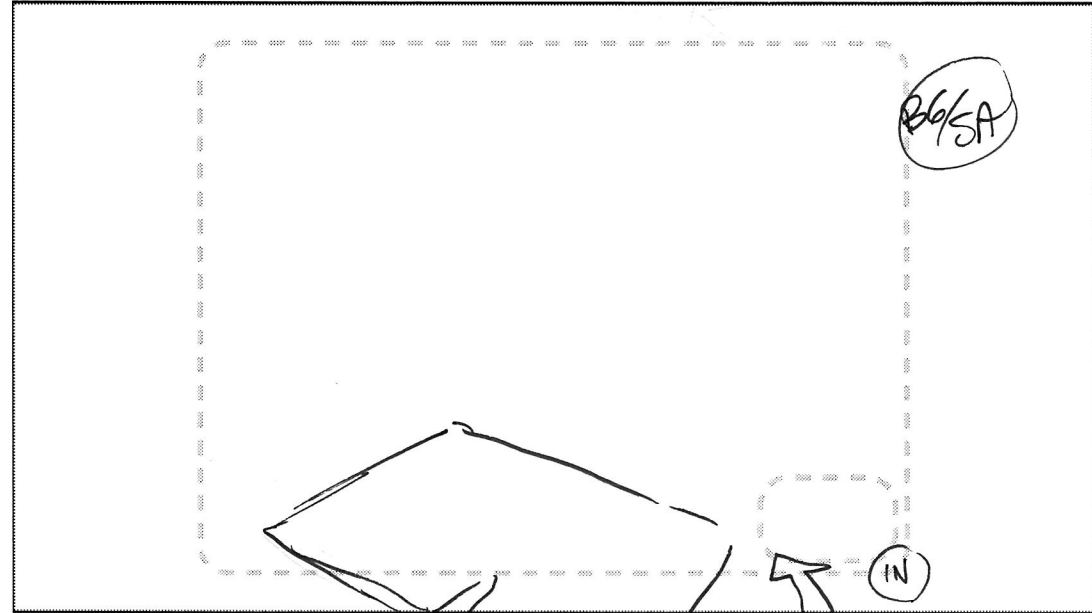


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Sc. 160 Pnl. A Bg. day night



Sc. 160 Pnl. B Bg. day night



Dialog:

Action:

- Finn's clothes begin floating down the river.

Timing:

EPISODE # 1034-227

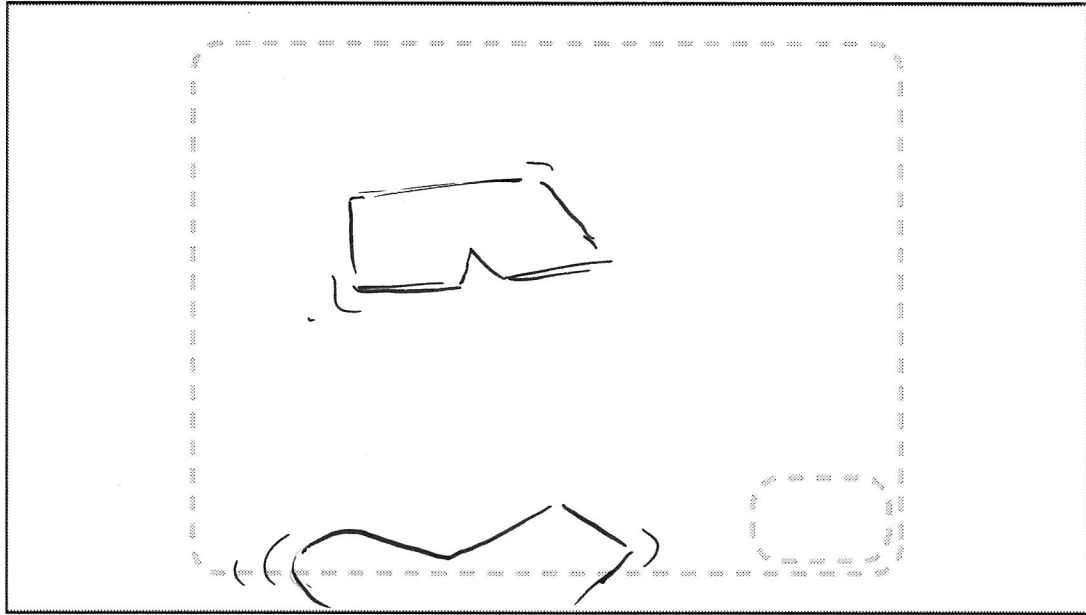
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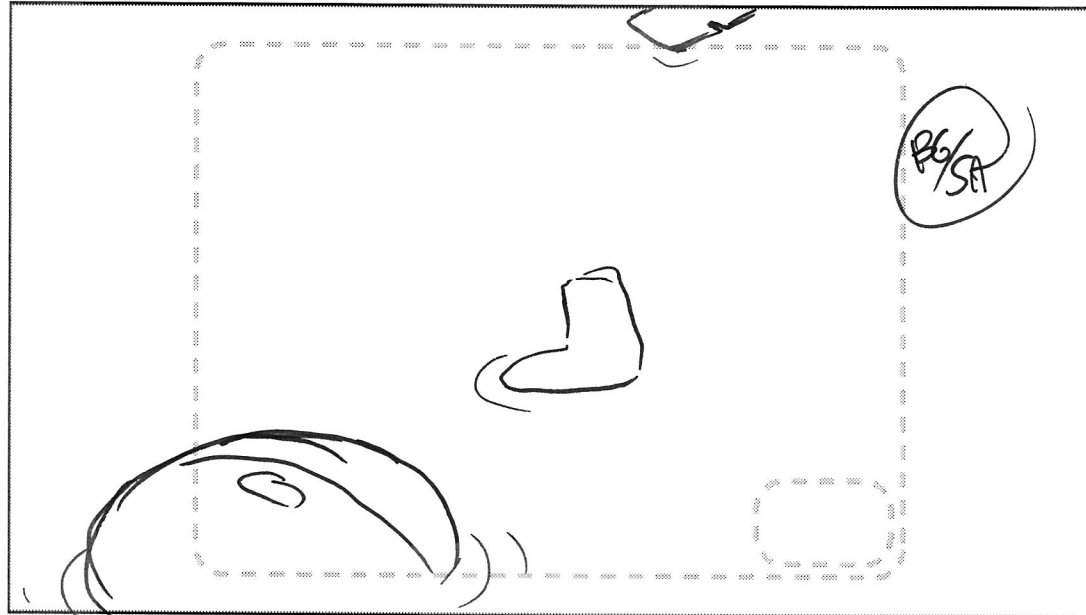
ADVENTURE TIME



Sc. 160 Pnl. C Bg. day night



Sc. 160 Pnl. D Bg. day night



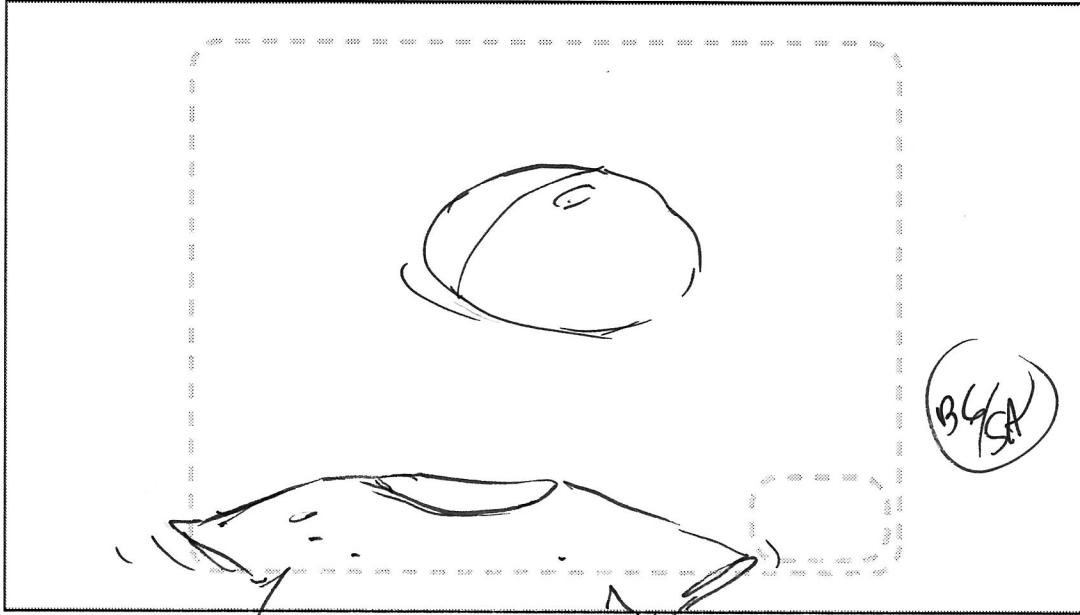
Dialog:
Action:
Timing:

EPISODE # 1134-227 Production :

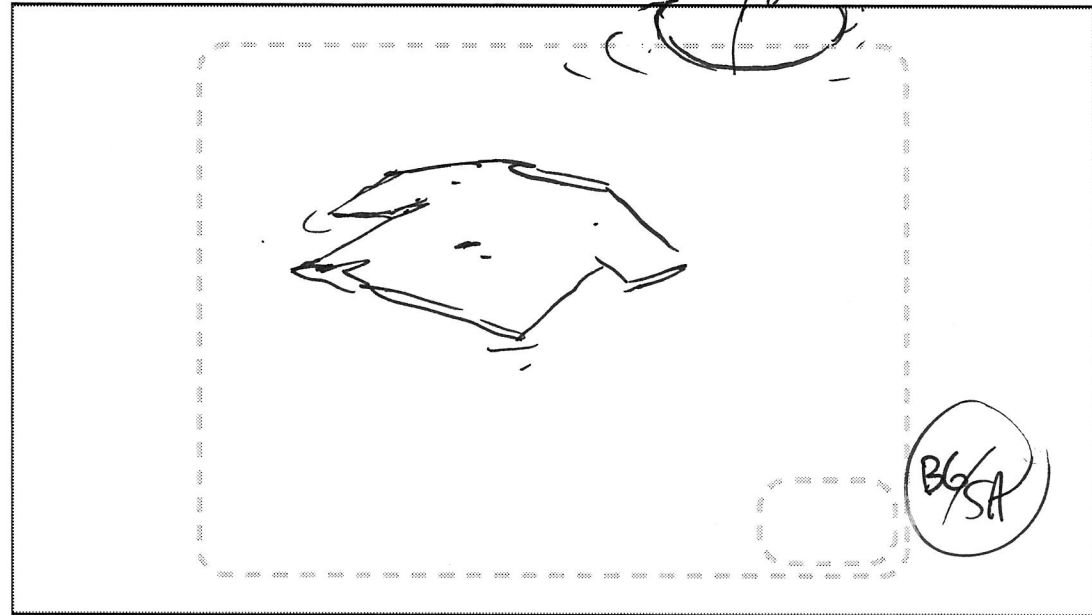
ADVENTURE TIME



Sc. 160 Pnl. E Bg. day night



Sc. 160 Pnl. F Bg. day night



Dialog:

FINN OS .. No more threads to follow...

Action:

Timing:

EPISODE # 1034-227

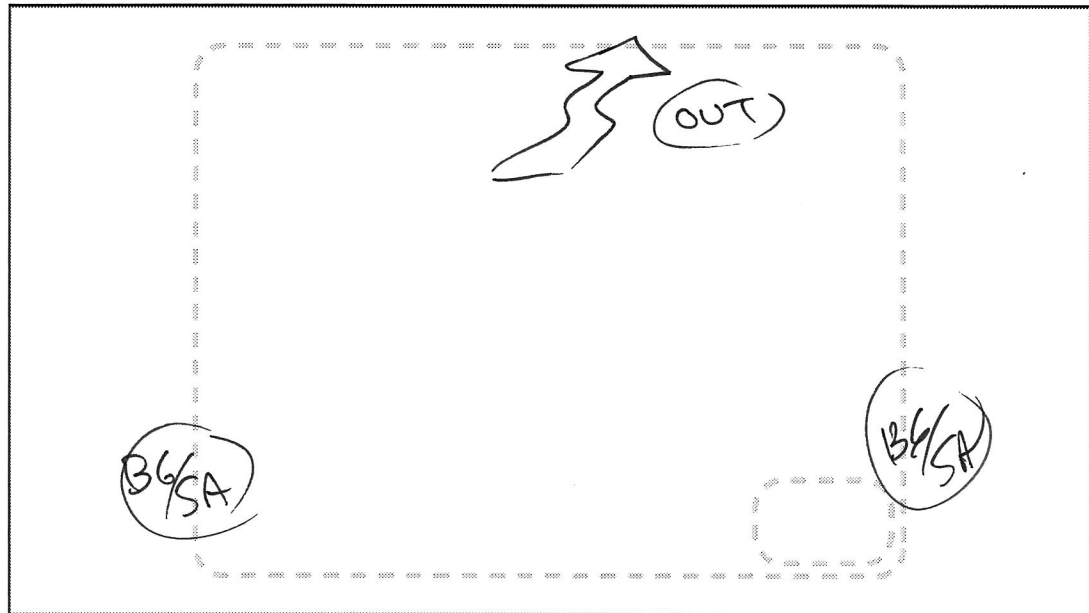
Production :

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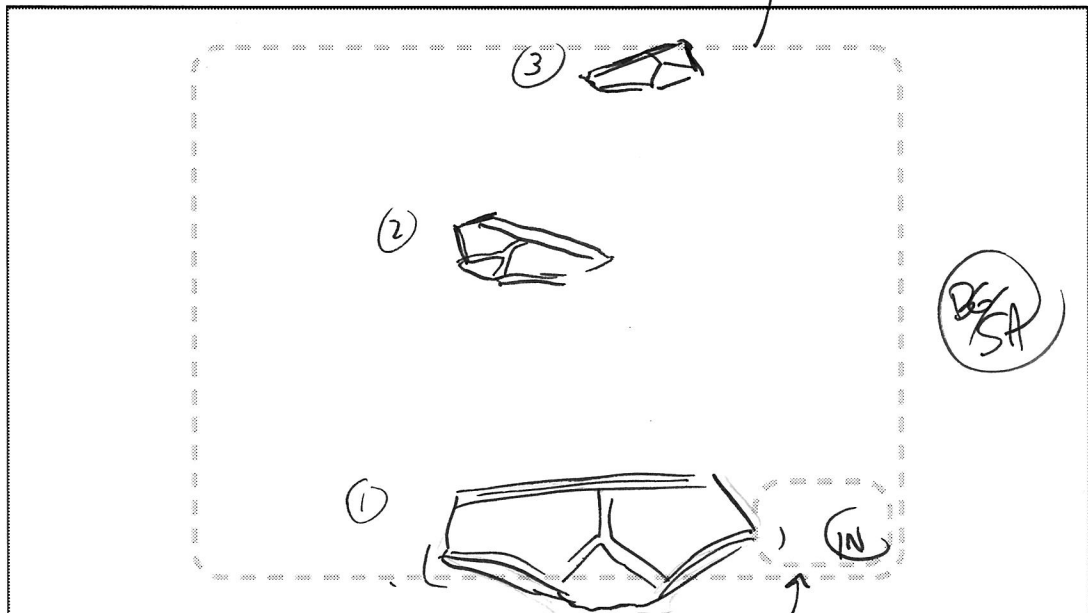
ADVENTURE TIME



Sc. 160 Pnl. 6 Bg. day night



Sc. 160 Pnl. 7 Bg. day night



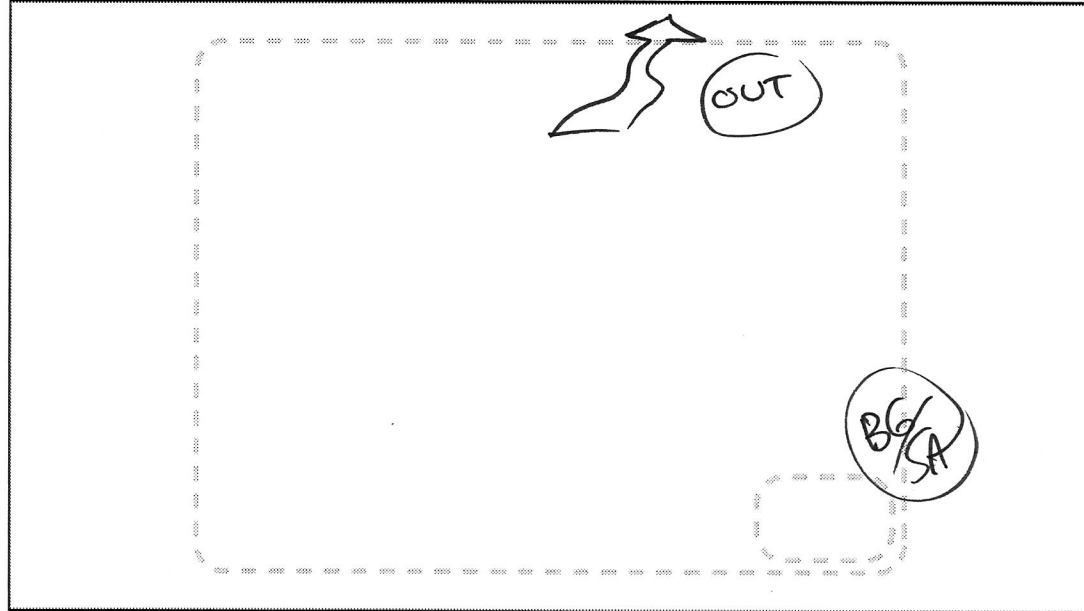
Dialog:	(FINN) OS ... No more egress...
Action:	
Timing:	

EPISODE # 1034-227
Production :

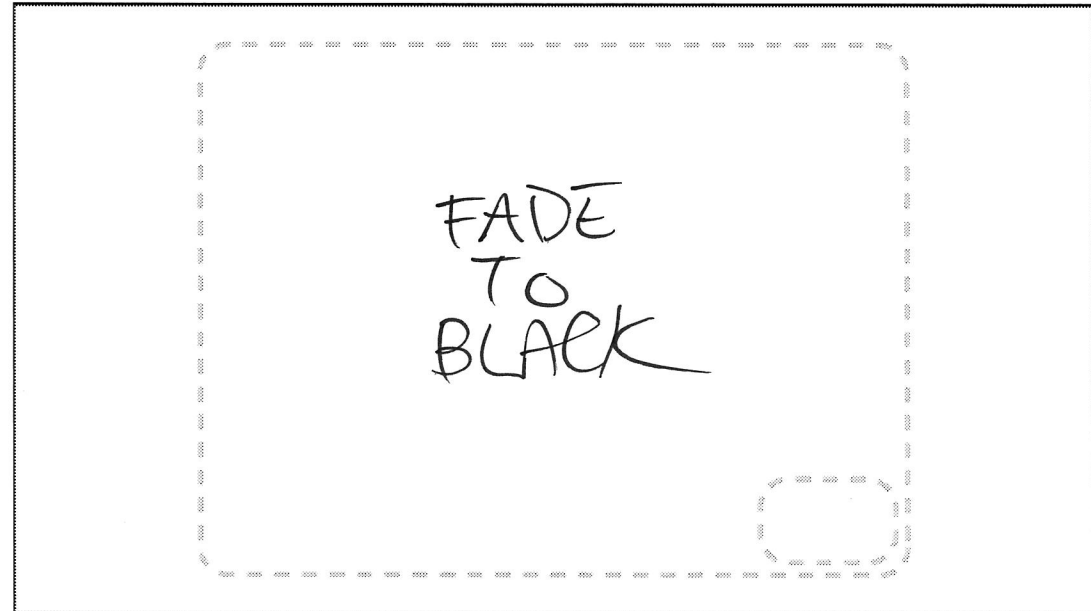
ADVENTURE TIME



Sc. 160 Pnl. I Bg. day night



Sc. 160 Pnl. J Bg. day night



Dialog:

Action:

Timing:

1134-227

EPISODE #

Production :

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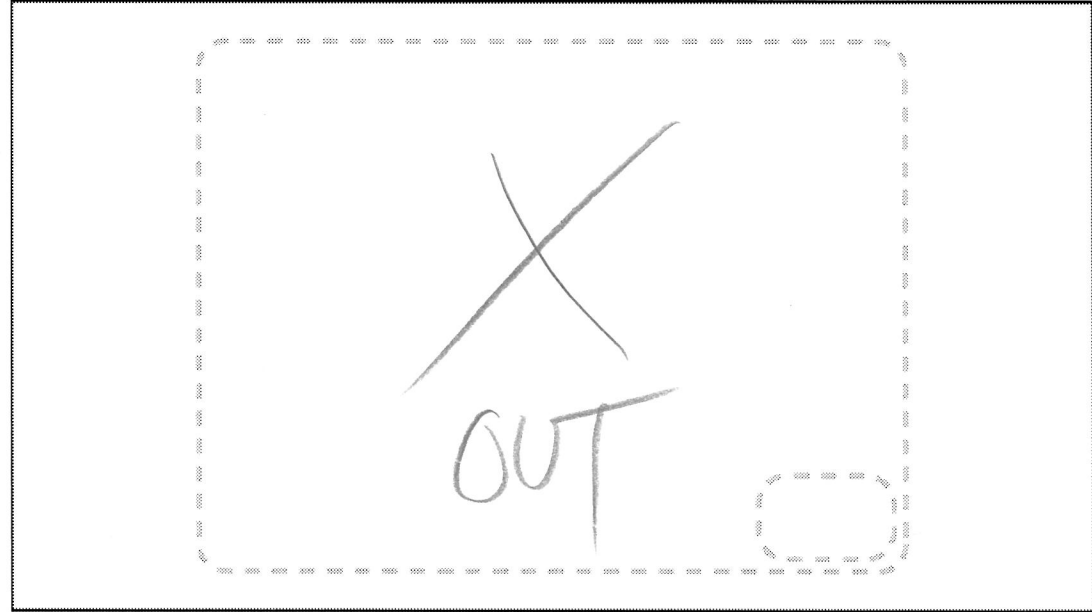


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Sc. 161 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- BG PANS

Timing:

EPISODE # 1134-227

Production :

ADVENTURE TIME



Page 210

Sc. 161 Pnl. B Bg. day night



Dialog:	<u>FINN:</u> * grunting as he walks *
Action:	- BG continues panning as shot adjusts down.
Timing:	

1034-227

EPISODE #

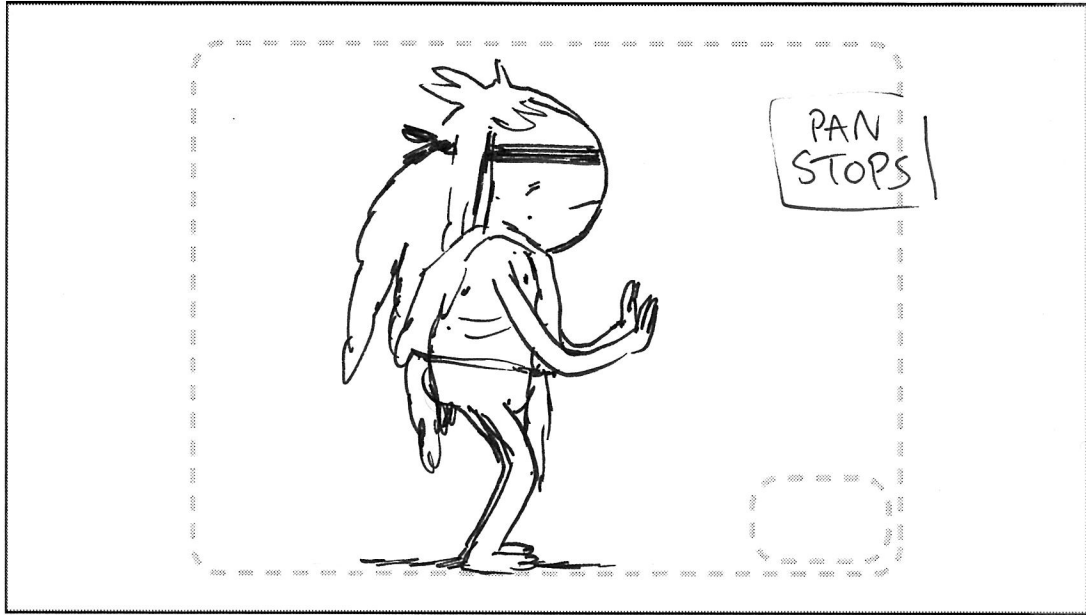
Production :

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ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. 161 Pnl. D Bg. day night



Dialog:

Action: - BG Pan stops
- Finn stops.
- Finn listens to hear if he's being followed.

Timing:



1034-227

EPISODE #

Production :

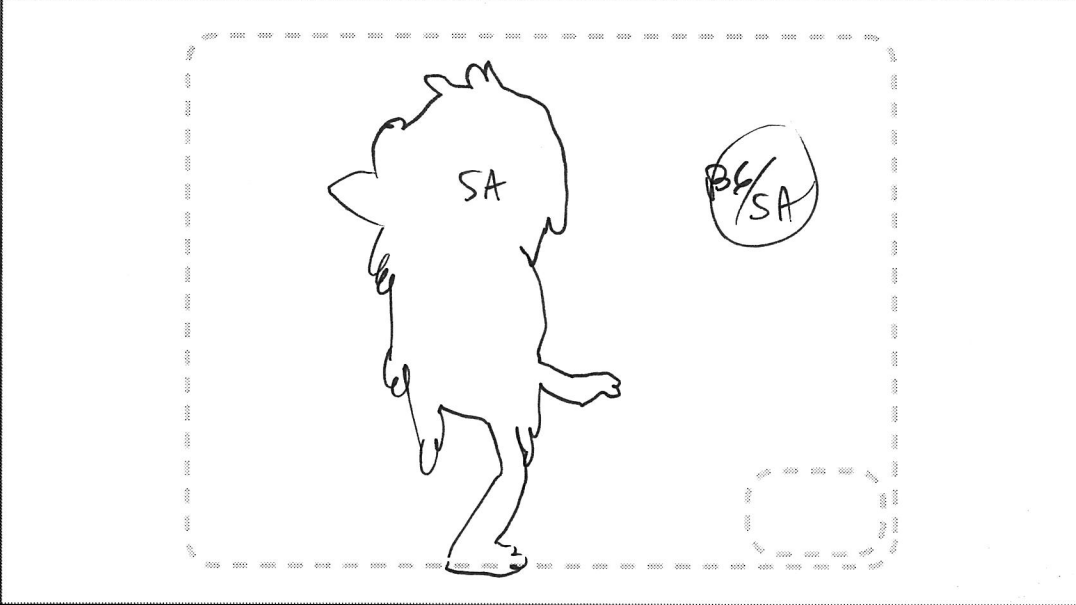
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ADVENTURE TIME

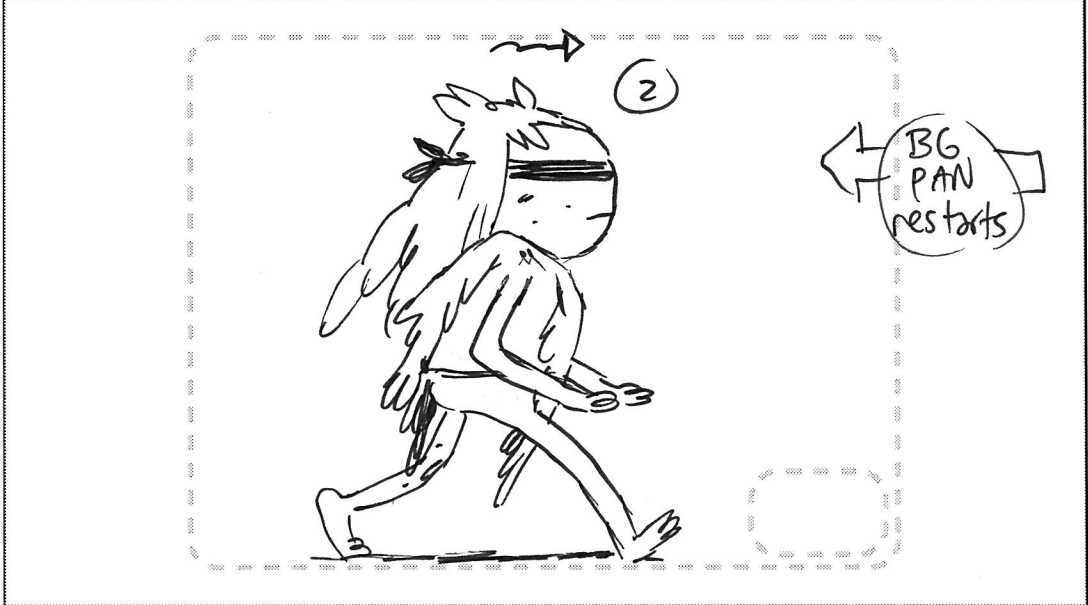


Page 212

Sc. 161 Pnl. E Bg. day night



Sc. 161 Pnl. F Bg. day night



Dialog:

- SILENT -
BEAT

Action:

Timing:



FINN (2) * grunt *
[satisfied that he's
not being followed]

EPISODE # 1034-227

Production :

ADVENTURE TIME

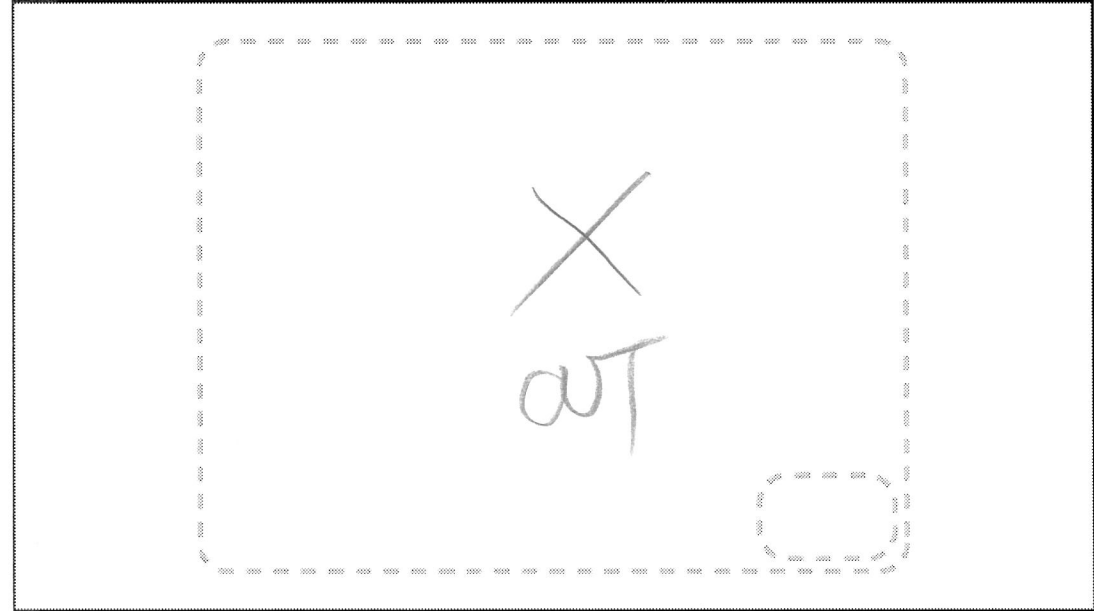


Page 213

Sc. 161 Pnl. G Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



EPISODE # 1134-227

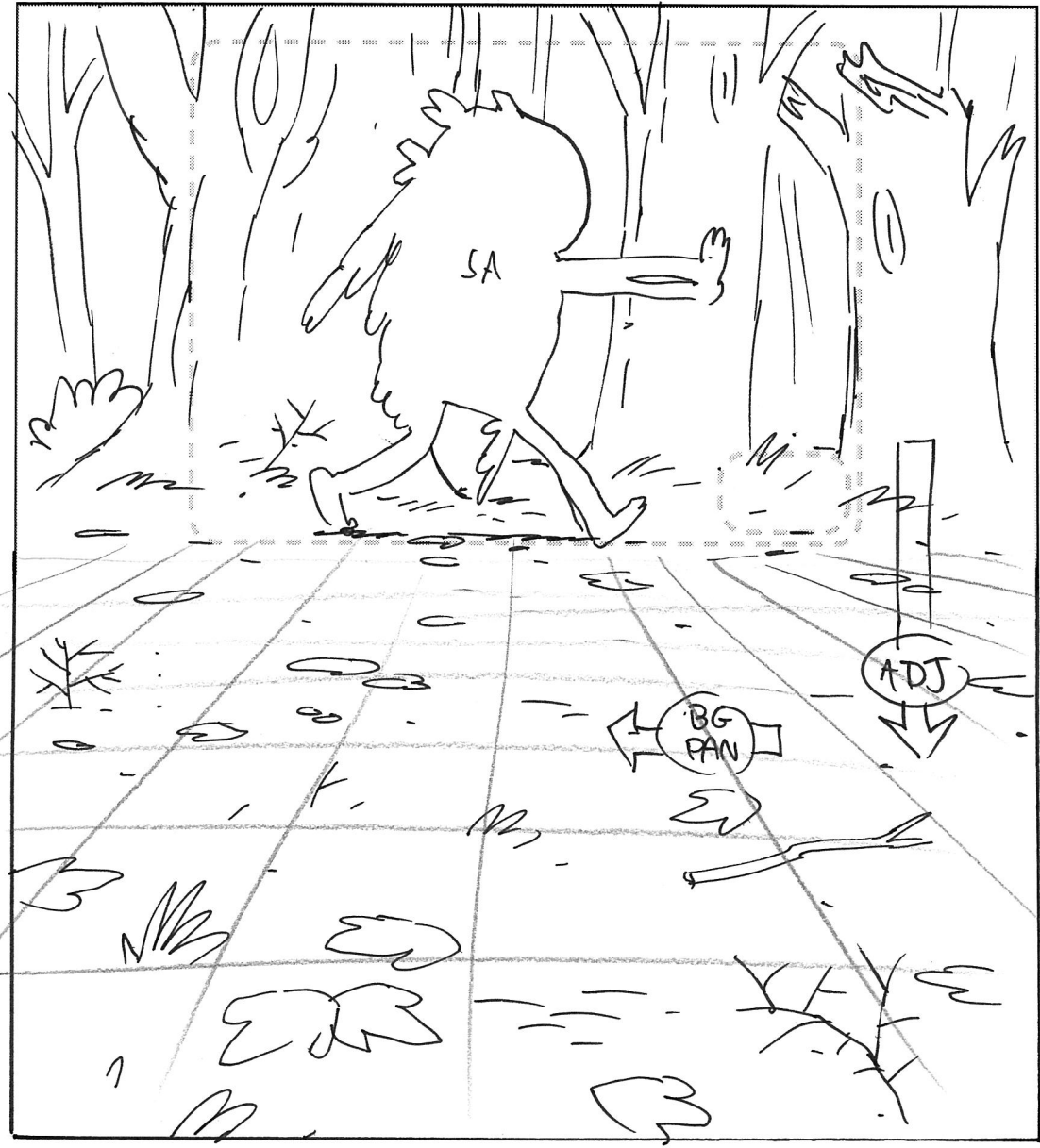
Production :

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ADVENTURE TIME



Sc. 161 Pnl. 4 Bg. day night



Dialog:
Action: (FADE TO BLACK DURING ADJUST, BEFORE CAMERA COMES TO A STOP)
Timing: - BG pans as shot adjusts down

EPISODE # 1034-227

Production :

ADVENTURE TIME



Page 215

Sc.	Pnl.	Bg.	day	night

FADE
TO
BLACK

Sc.	Pnl.	Bg.	day	night
<u>162</u>	<u>A</u>			

Dialog:

(F:) * sleeping *

Action:

[SWAMP]

Timing:

EPISODE # 1034-227

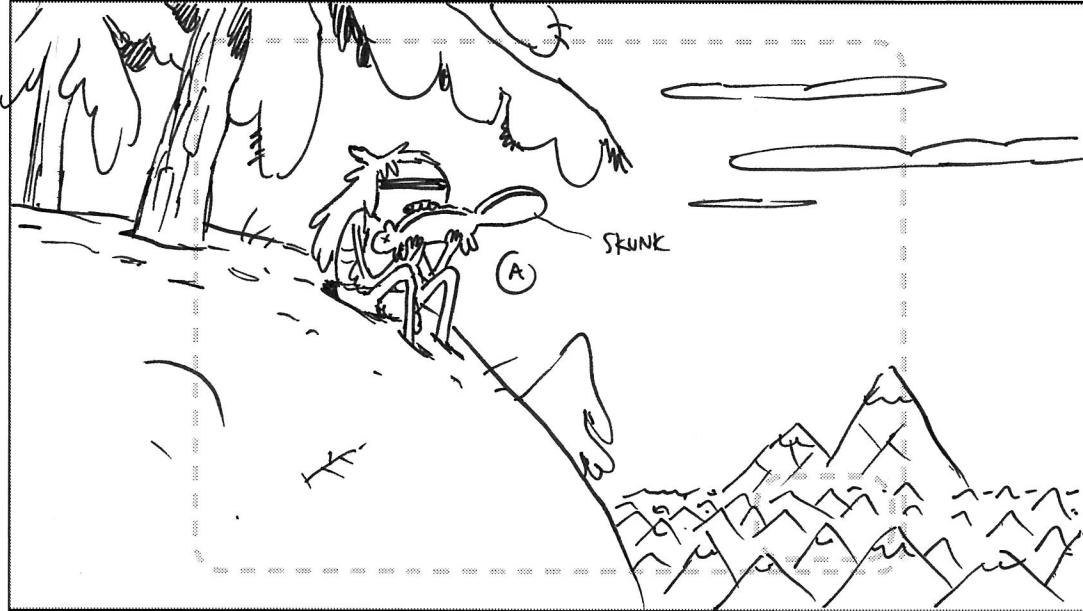
Production :

ADVENTURE TIME

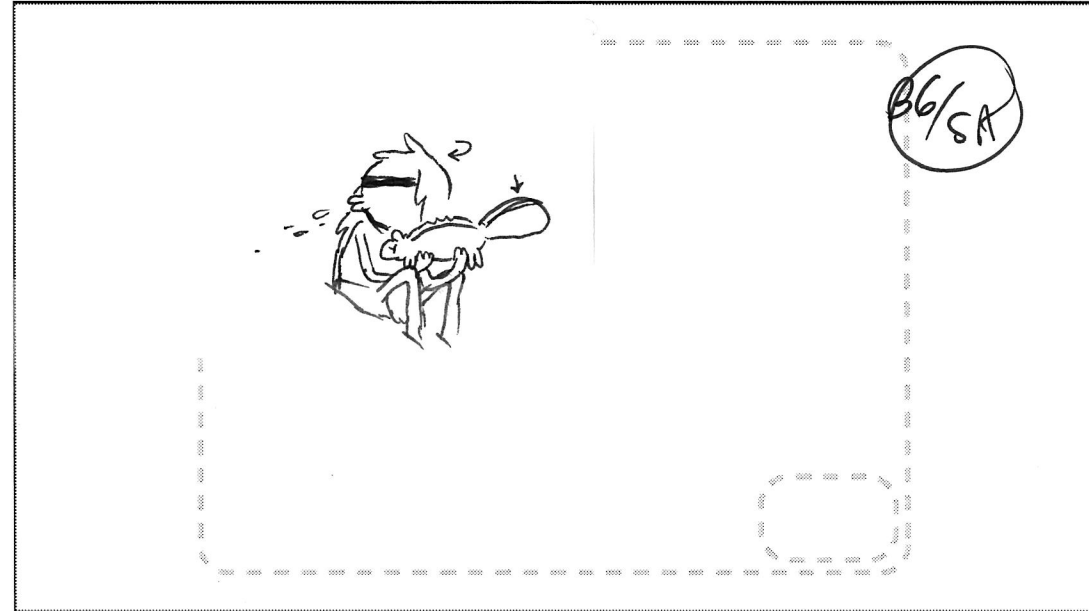


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Sc. 163 Pnl. A Bg. day night



Sc. 163 Pnl. B Bg. day night



Dialog: (Finn:) * GNAW GNAW GNAW *

(F.) * spit *

Action:



[ICE KINGDOM] - Finn chews on dead skunk, then spits out gristle.

Timing:

1034-227

EPISODE #

Production :

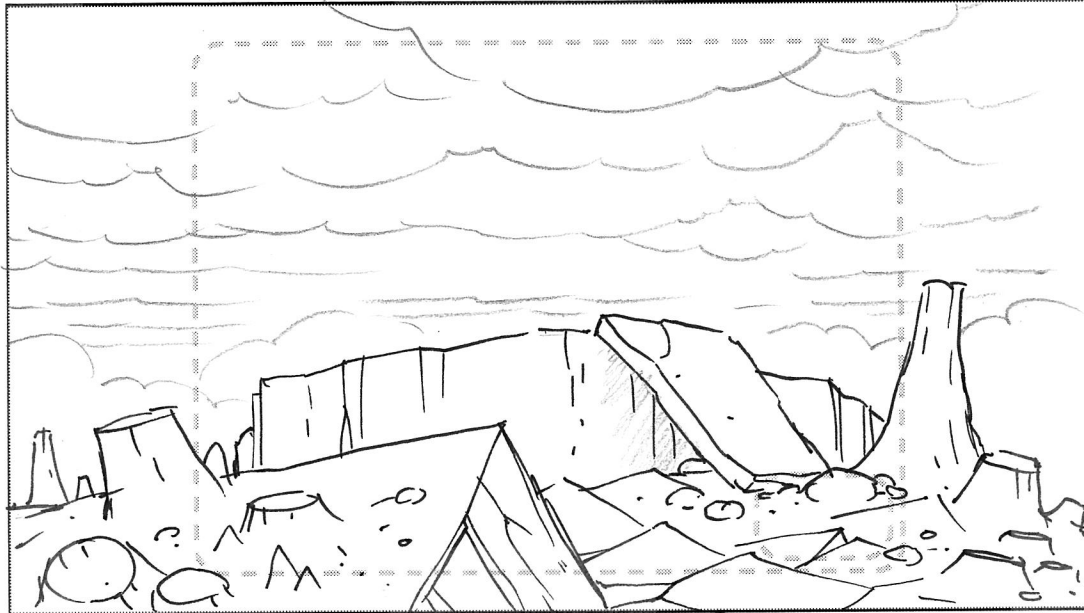
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ADVENTURE TIME

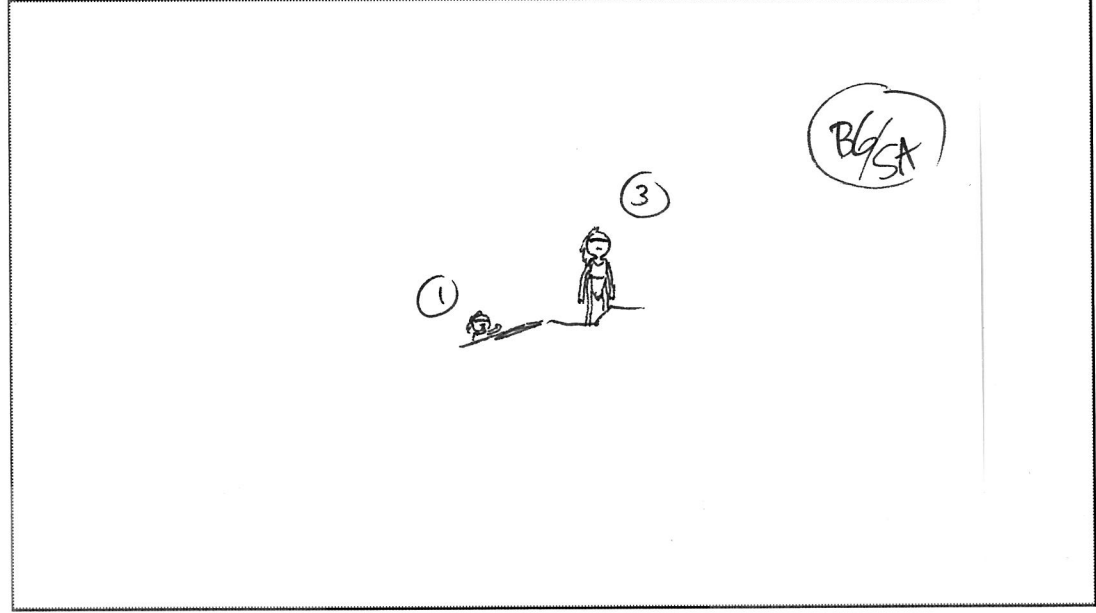


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Sc. 164 Pnl. A Bg. day night



Sc. 164 Pnl. B Bg. day night



Dialog:

Action:

[FIRE KINGDOM]

Timing:

- Finn walks (arms extended)
up to ledge.



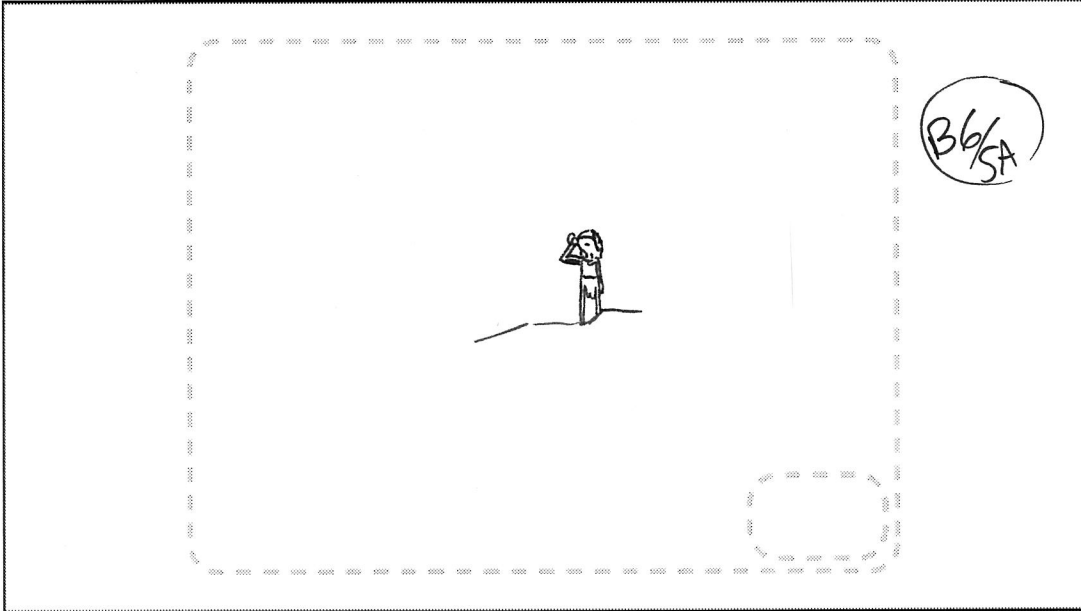
EPISODE # 1034-227

Production :

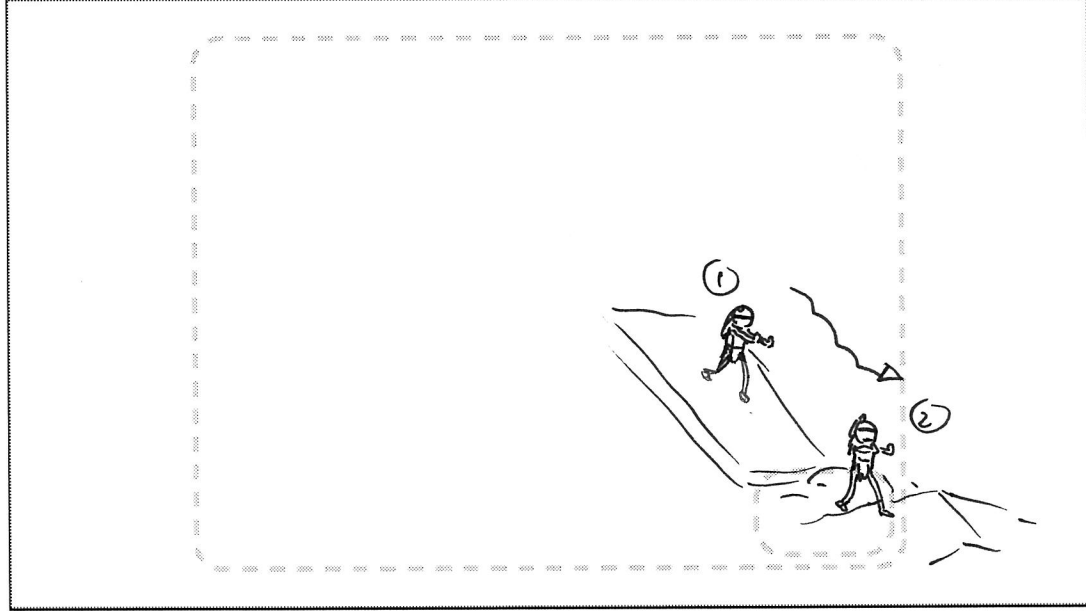
ADVENTURE TIME



Sc. 164 Pnl. C Bg. day night



Sc. 164 Pnl. D Bg. day night



Dialog:	
- BEAT -	
Action:	- Finn listens to see if he's being followed.
Timing:	

+ +
(close-up)

- Finn continues down ramp.	

EPISODE # 1034-227

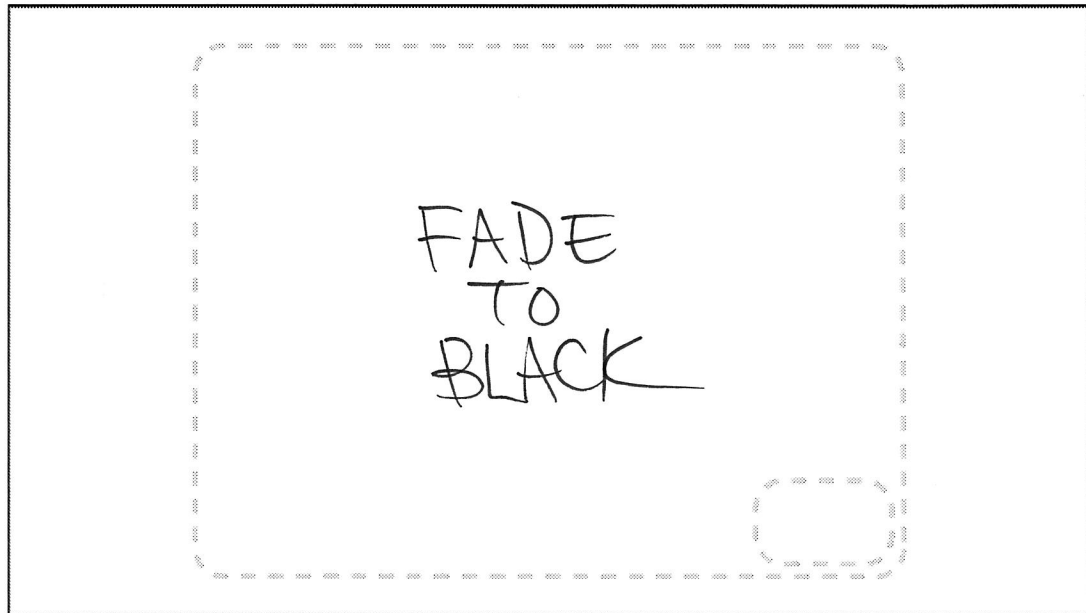
Production :

ADVENTURE TIME

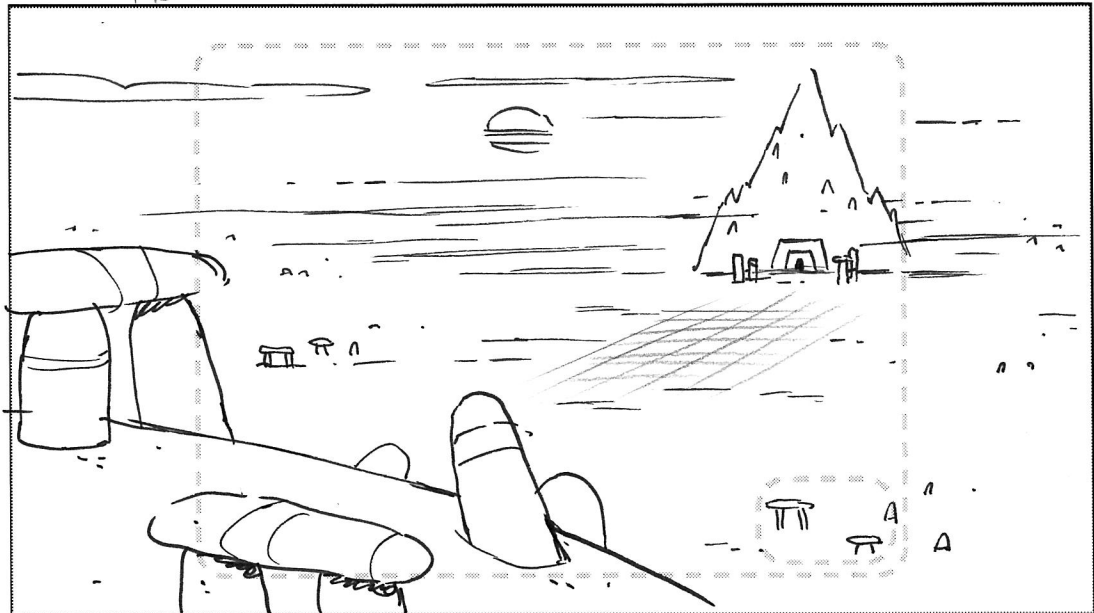


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Sc. Pnl. Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:
Action:
Timing:

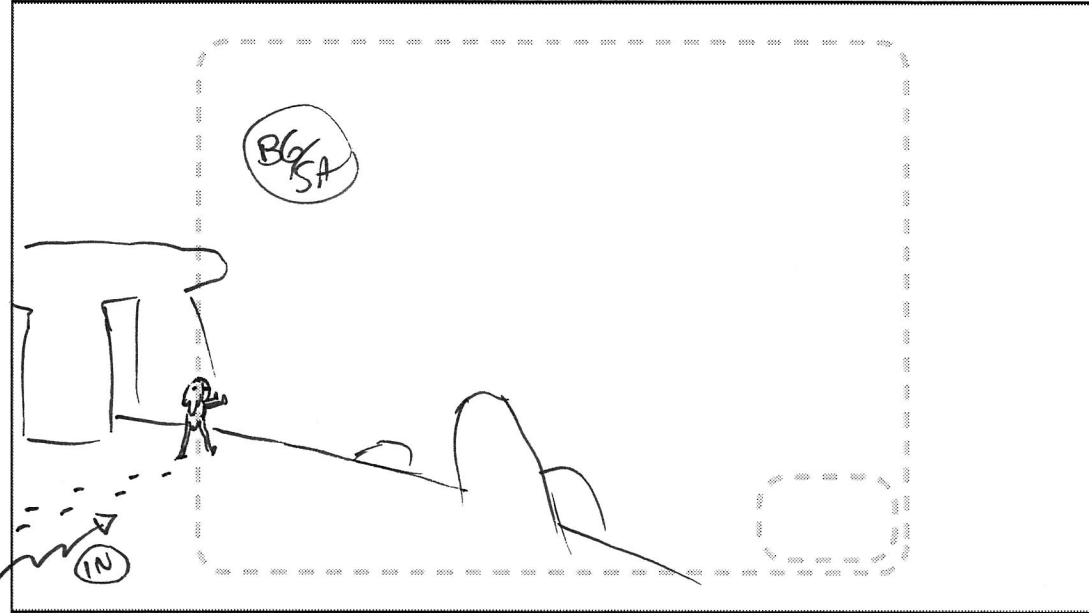
EPISODE # 1034-227
Production :

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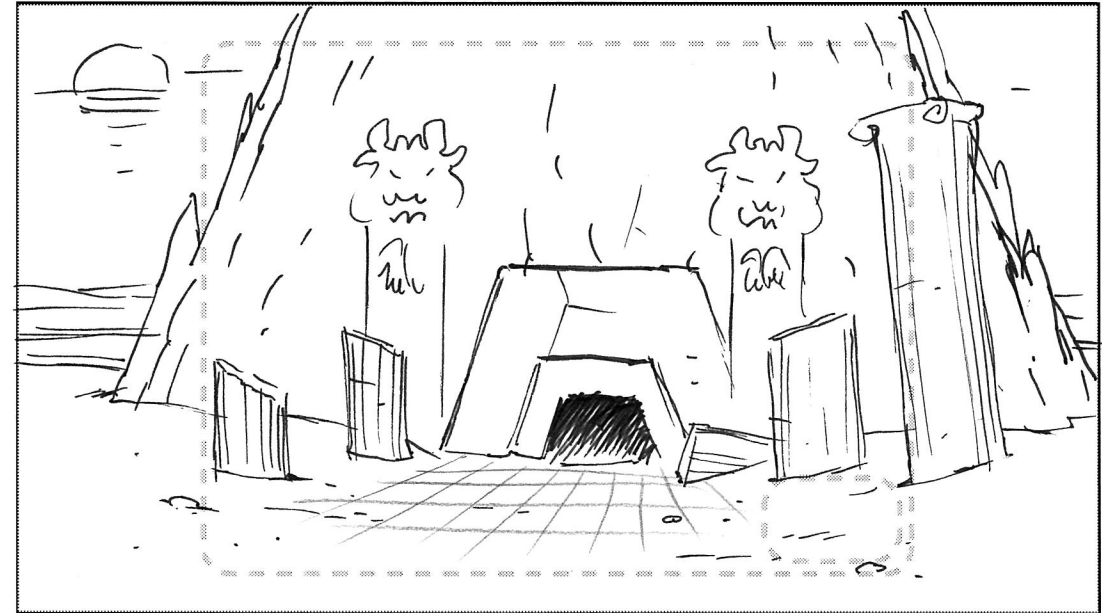
ADVENTURE TIME



Sc. 165 Pnl. B Bg. day night



Sc. 166 Pnl. A Bg. day night



Dialog:

Action:

Timing:

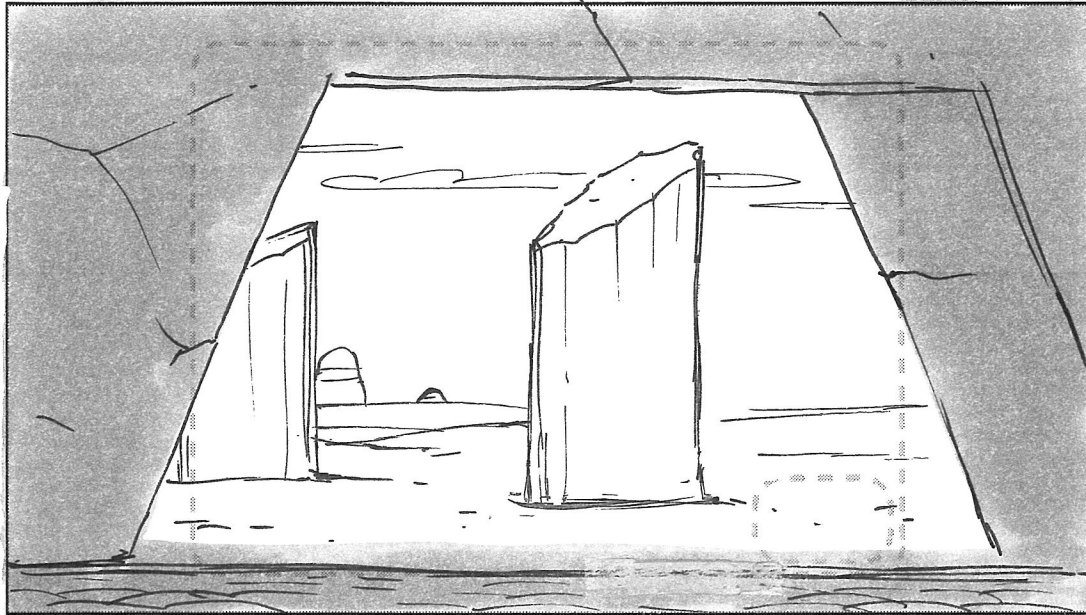
EPISODE # 1034-227

Production :

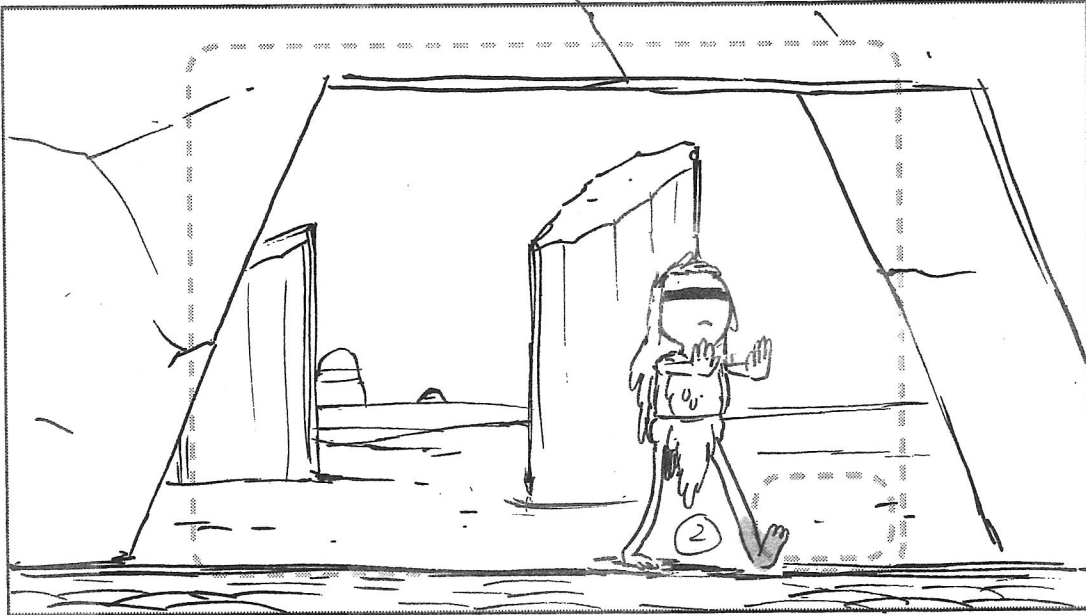
ADVENTURE TIME



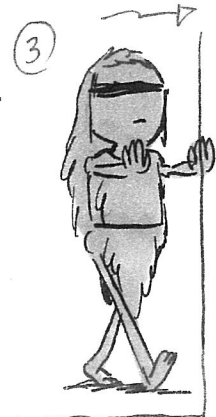

Sc. 167 Pnl. A Bg. day night



Sc. 167 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	



- Finn walks into temple

EPISODE # 1034-227

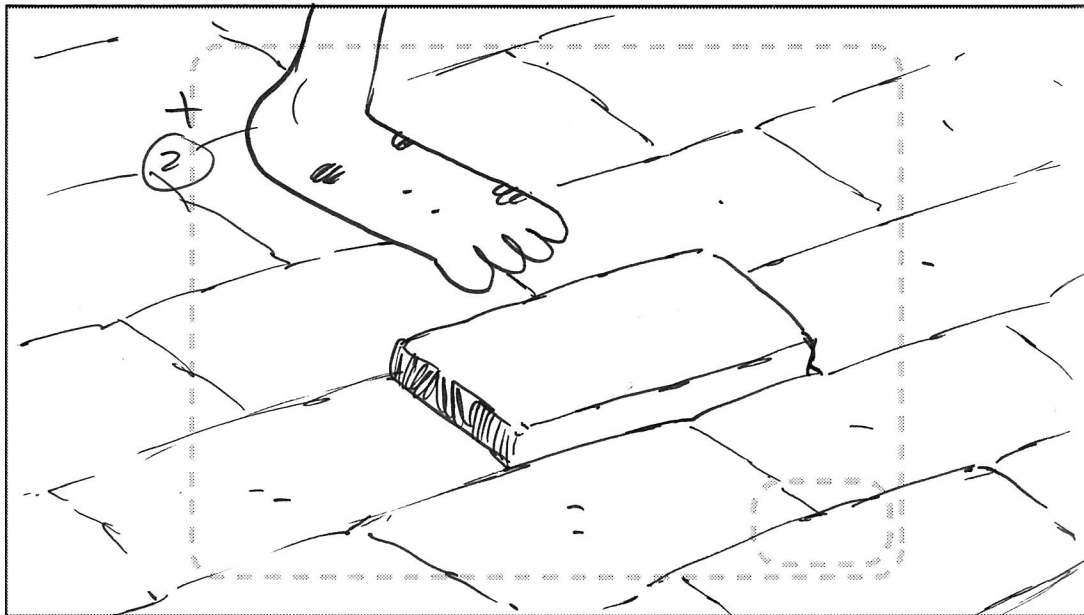
Production :

ADVENTURE TIME

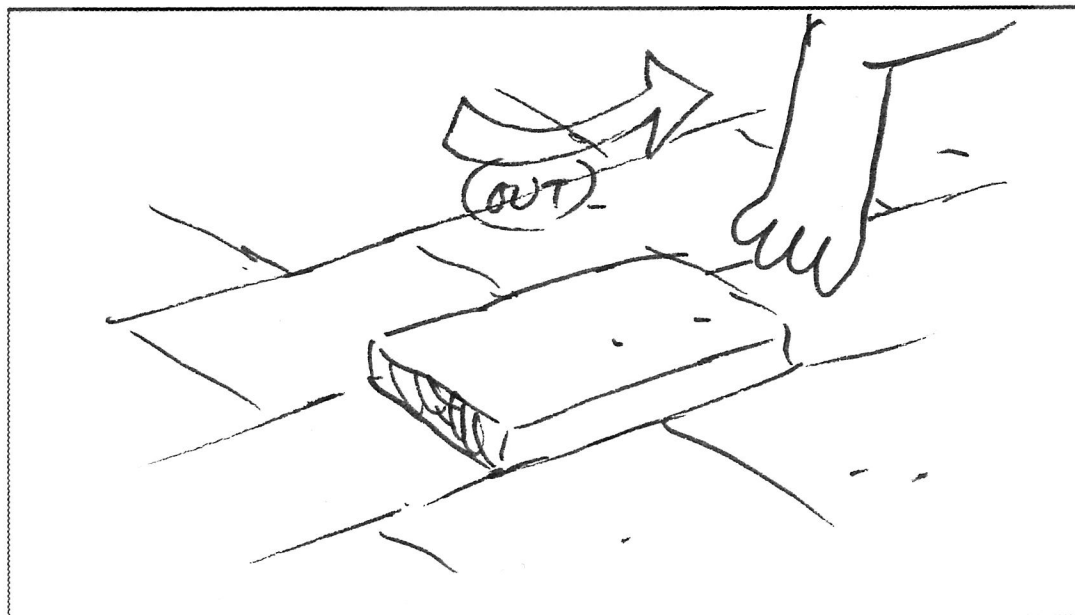


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Sc. 168 Pnl. A Bg. day night



Sc. 168 Pnl. B Bg. day night



Dialog:

FINN: OS hm...

→ F: OS it's cool in here...

Action:



- Finn steps into frame, but doesn't step on booby-trap

Timing:

11134-227

EPISODE #

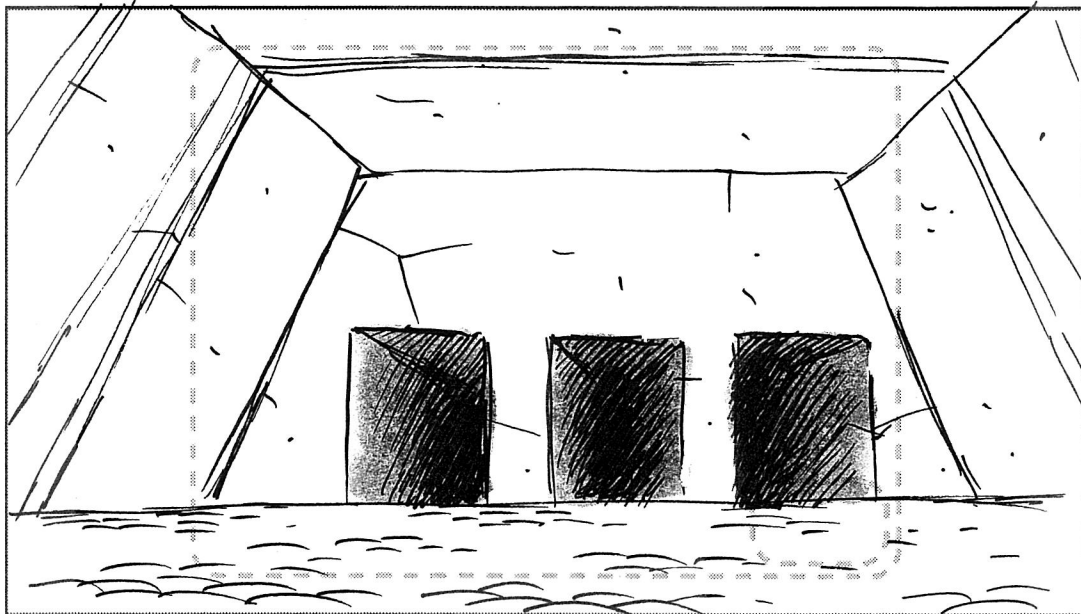
Production :

ADVENTURE TIME

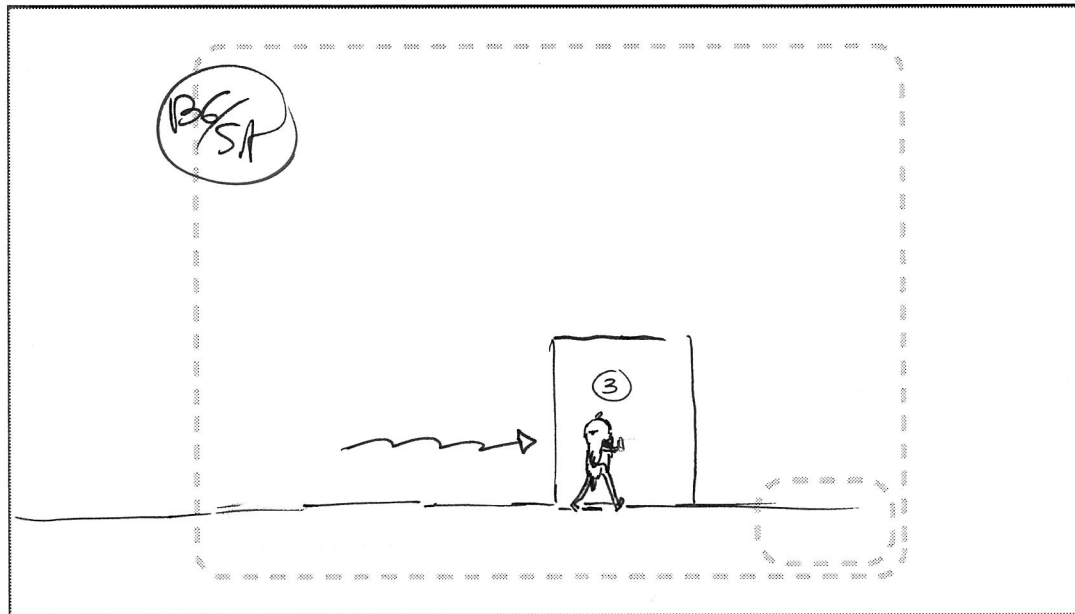


Page 223

Sc. 169 Pnl. A Bg. day night



Sc. 169 Pnl. B Bg. day night

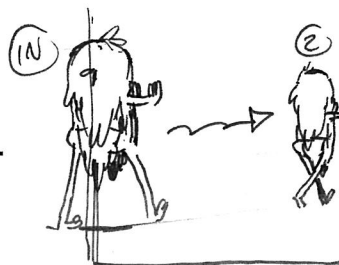


Dialog:

(FINN) it's cool in here...

(F:) ... ain't nuthin' wrong with that.

Action:



- Finn walks up to doorway

Timing:

1034-227

EPISODE #

Production :

ADVENTURE TIME

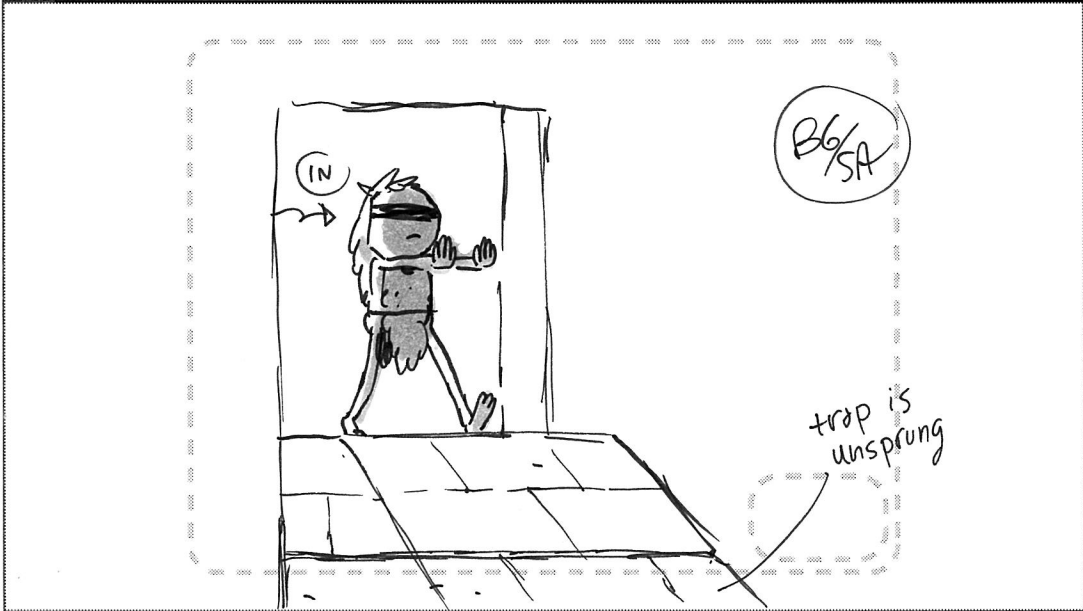
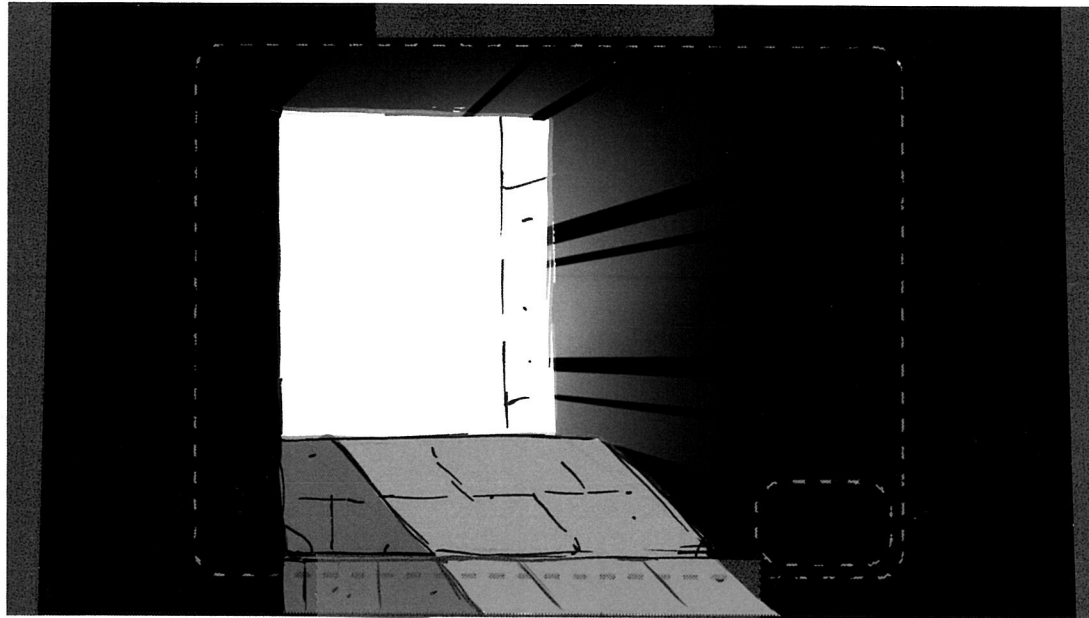


Page 224

Sc. 170 Pnl. A Bg.

day night Sc. 170 Pnl. B Bg.

day night



Dialog:
Action:
Timing:

1034-227

EPISODE #

Production :

ADVENTURE TIME



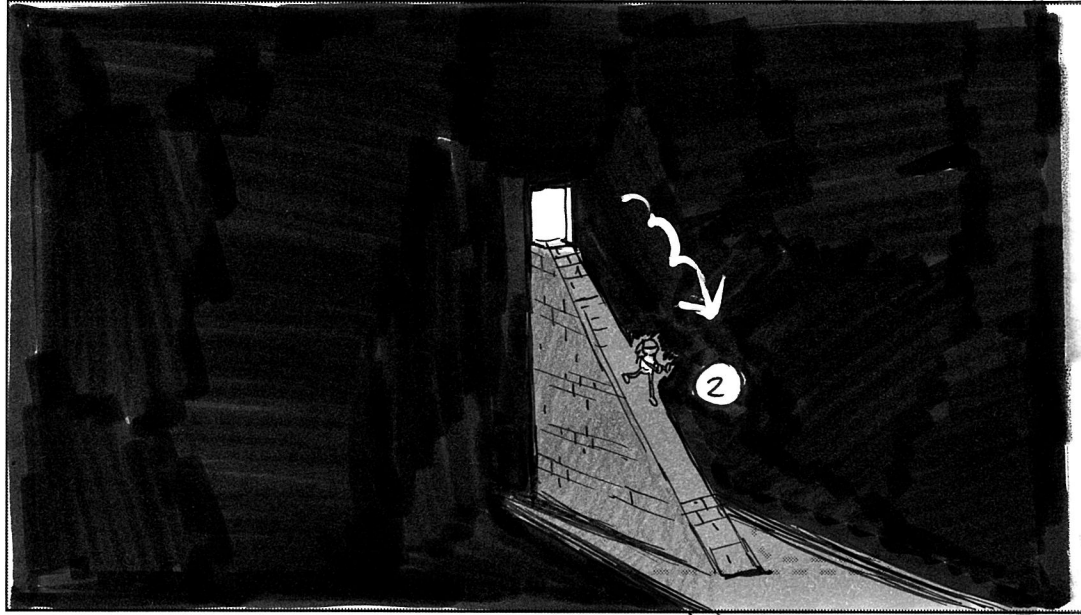
Page 275

Sc. 171

Pnl. A

Bg.

day night

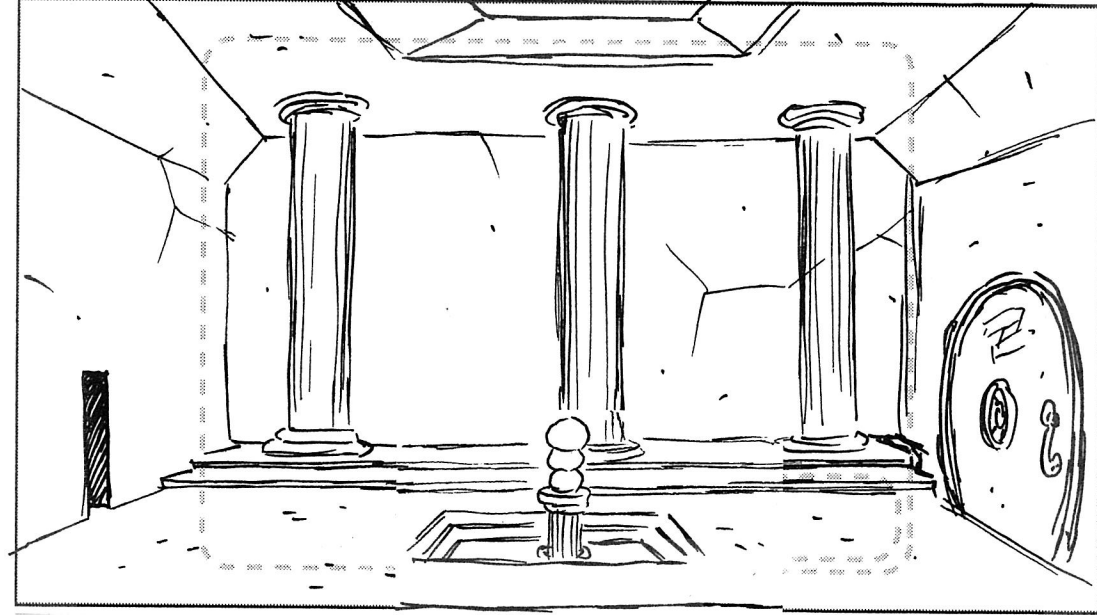


Sc. 172

Pnl. A

Bg.

day night



Dialog:

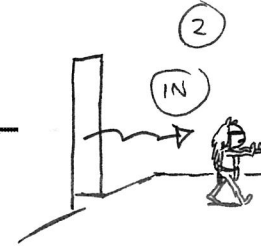
(F:) deep too - that's good.

(F) → aint nobody
gwan be
lookin →

Action:



- Finn walks
down ramp.



Timing:

1134-227

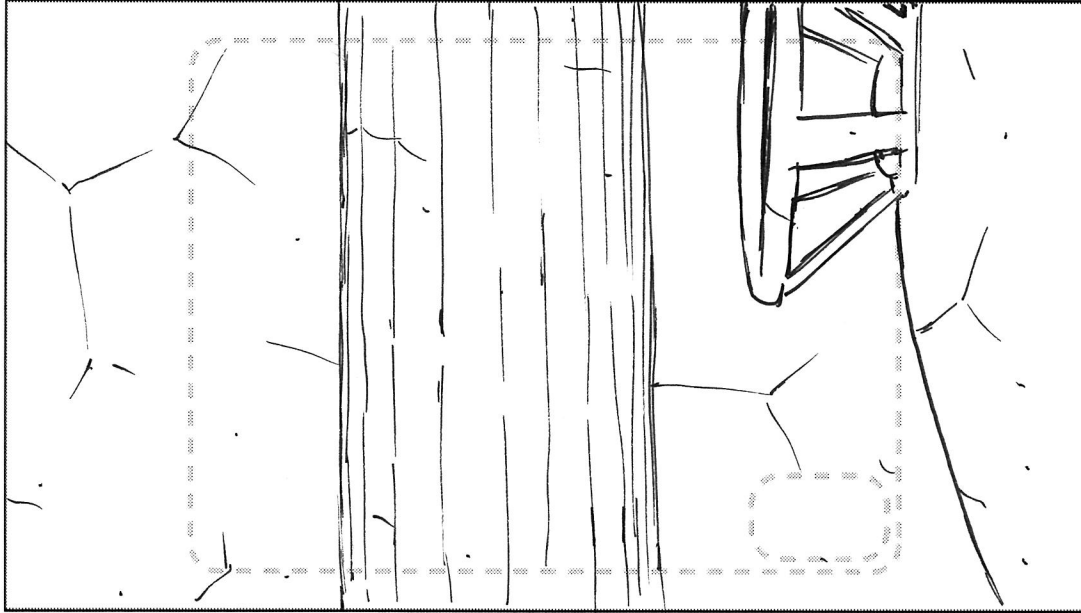
EPISODE #

Production :

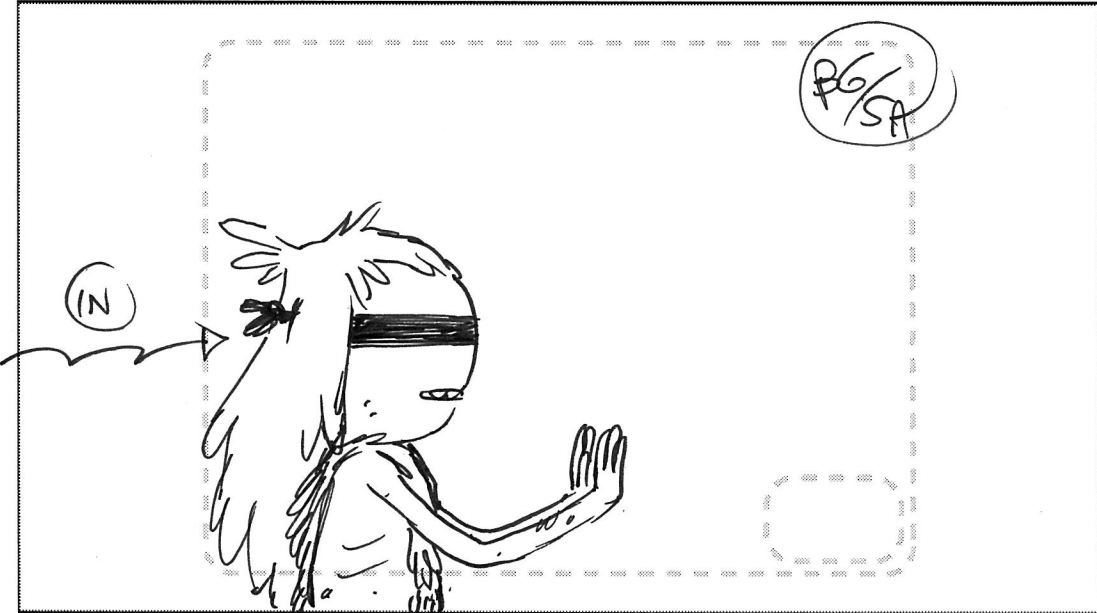
ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:

(£:~) → for me down →

Action:

Timing:

1034-227

EPISODE #

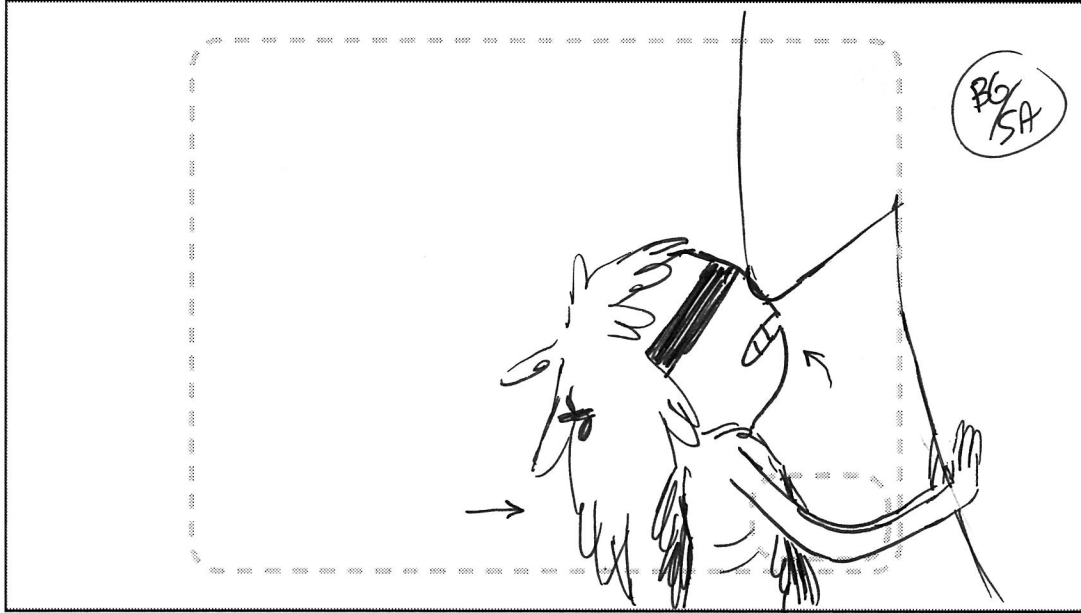
Production :

ADVENTURE TIME

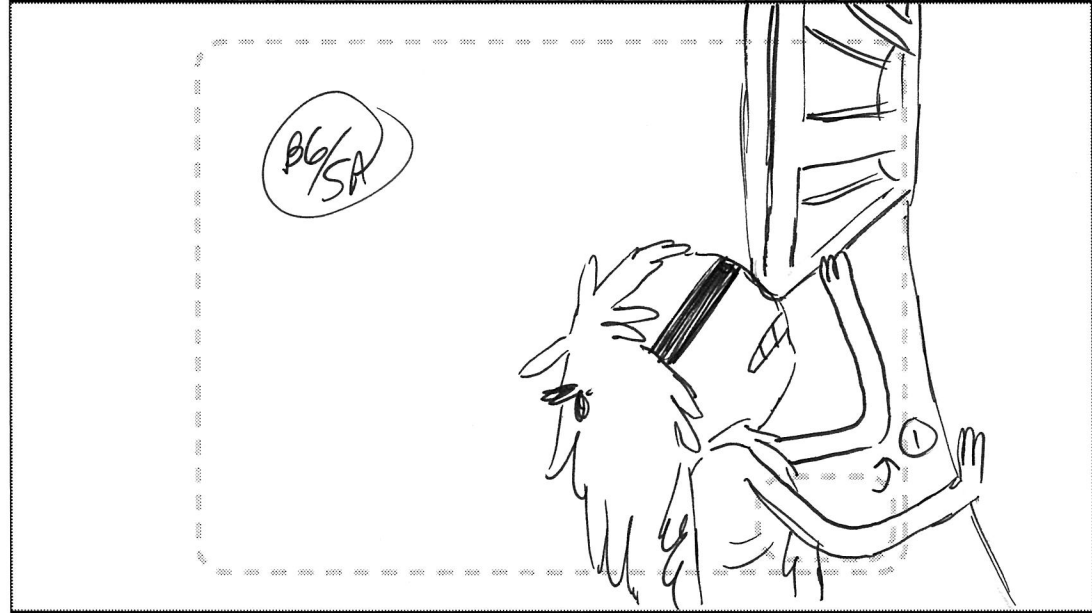


Page 227

Sc. 173 Pnl. C Bg. day night



Sc. 173 Pnl. D Bg. day night



Dialog:

(SFX) = BONK =
(F) → here wrgg...
("here")

Action:

- Finn accidentally walks into vault wheel, smushing his face.

- Finn investigates by feeling wheel.

Timing:



1134-227

EPISODE #

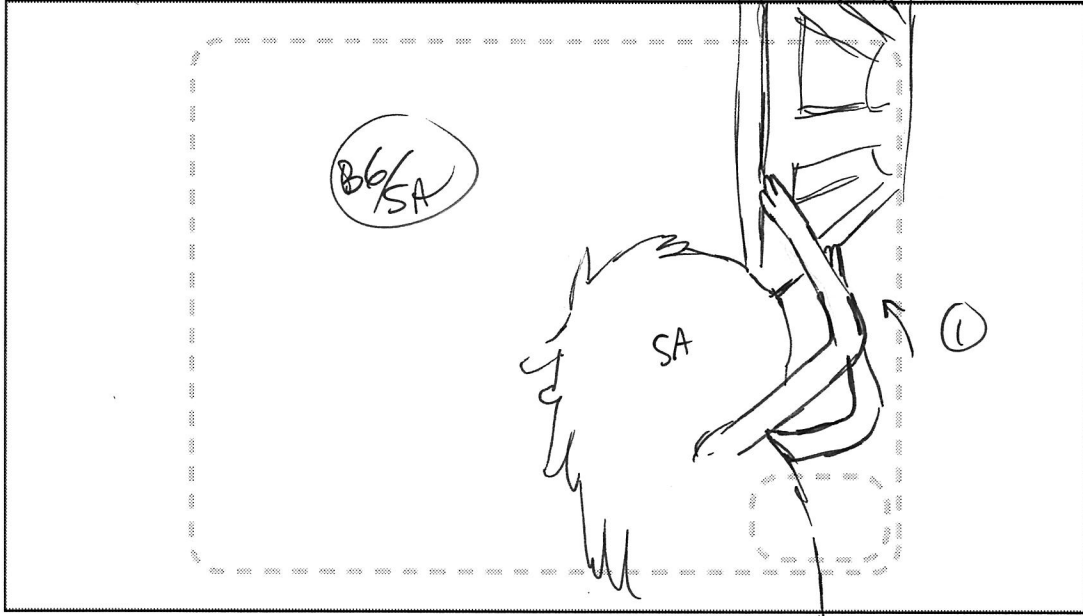
Production :

ADVENTURE TIME

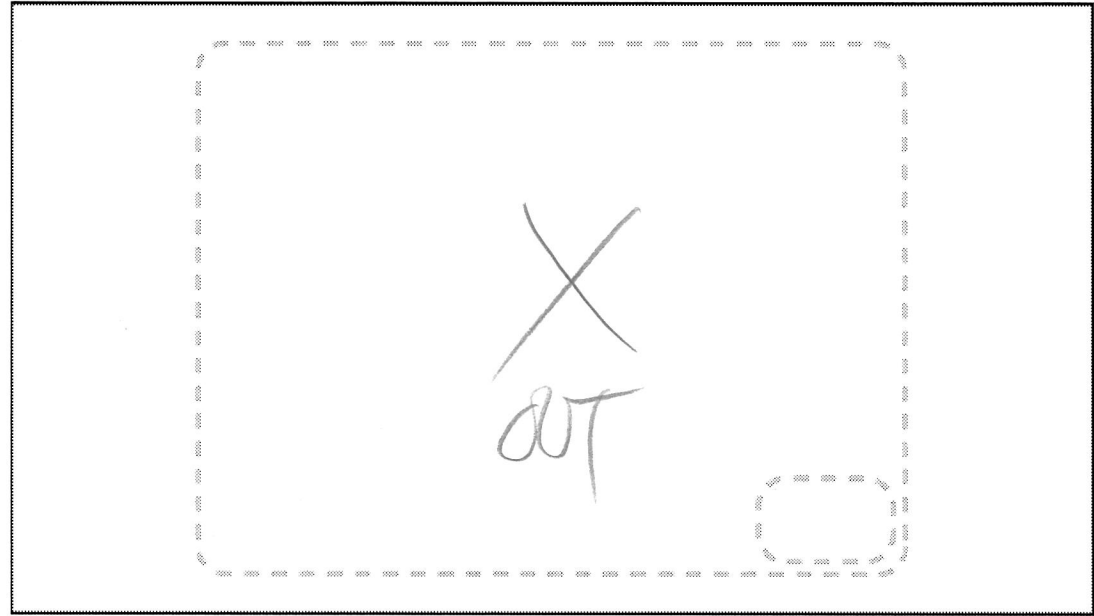


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Sc. 173 Pnl. E Bg. day night



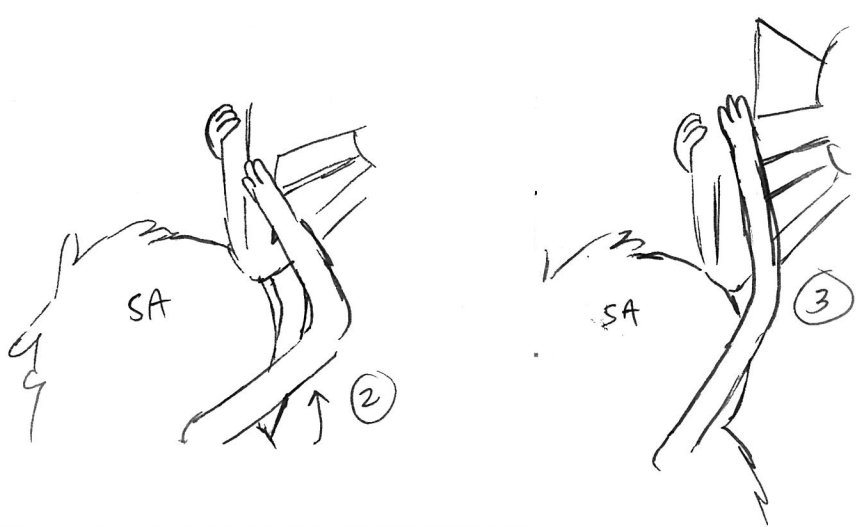
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:



- Finn investigates by feeling wheel.

EPISODE # 1134-227

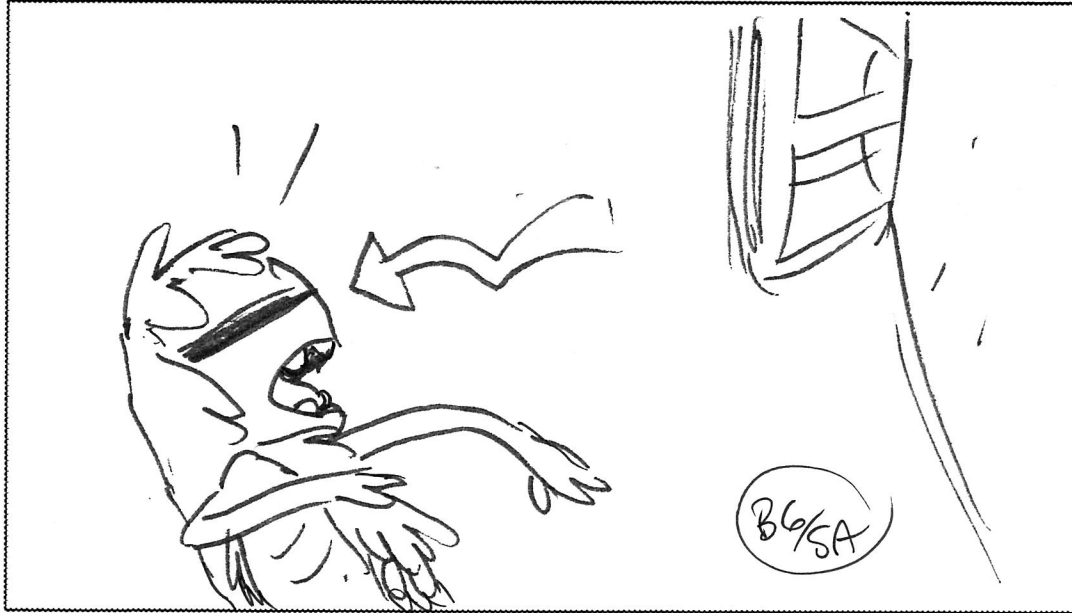
Production :

ADVENTURE TIME

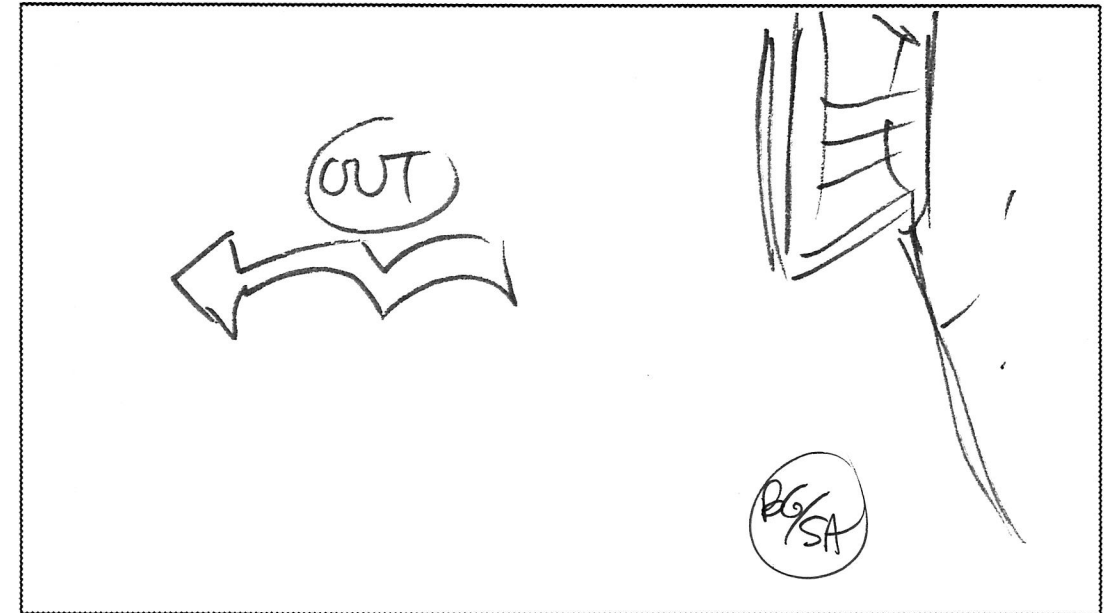


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Sc. 173 Pnl. F Bg. day night



Sc. 173 Pnl. G Bg. day night



Dialog:

(F) BWAH!

Action:

- Shocked at recognizing the vault wheel, Finn recoils.

Timing:

1034-227

EPISODE #

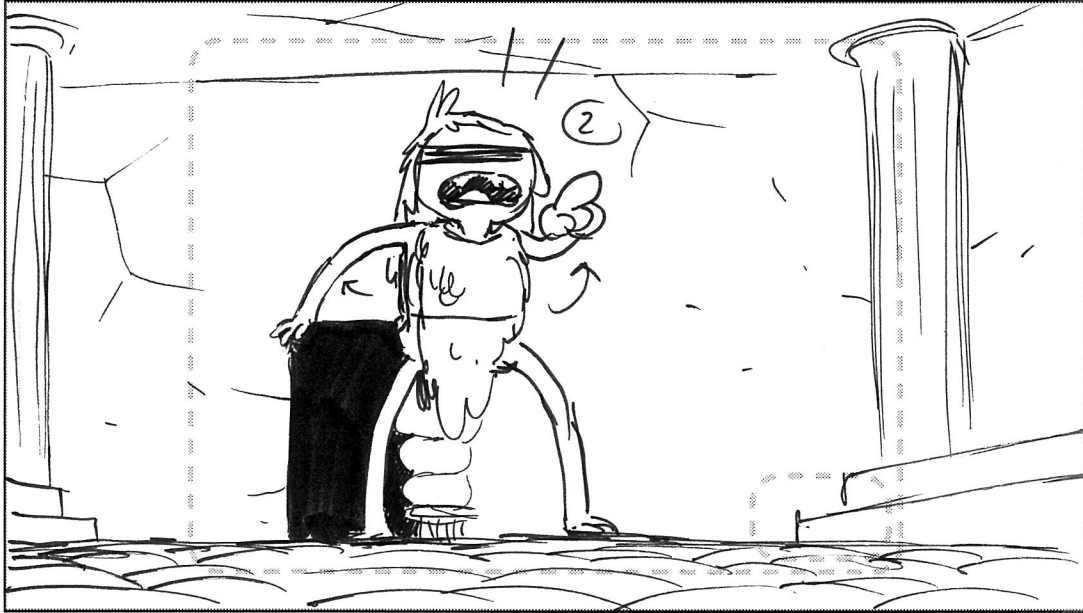
Production :

ADVENTURE TIME

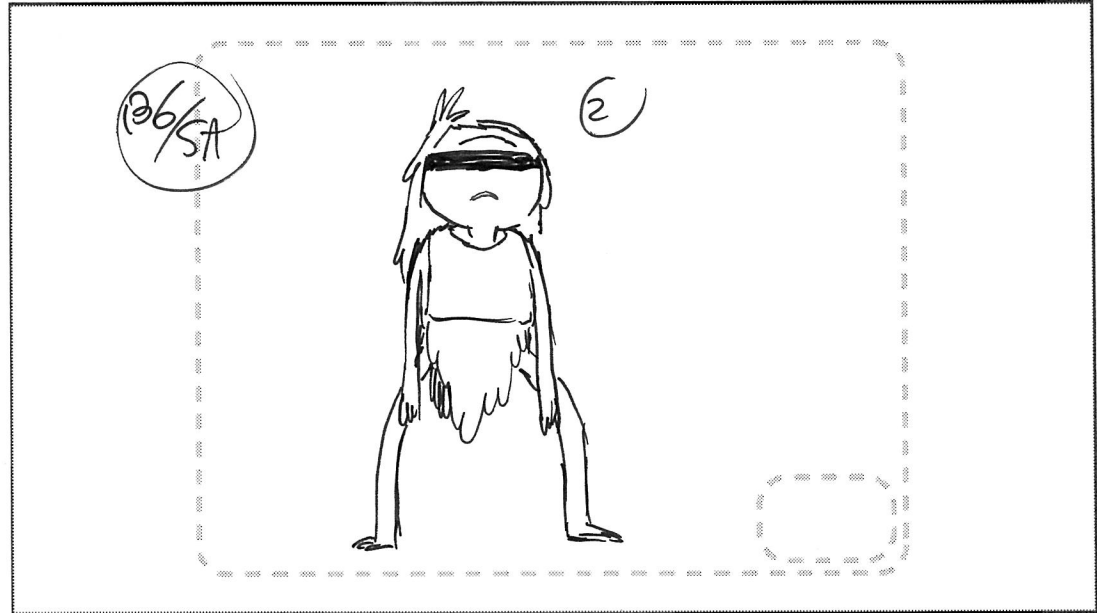


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Sc. 174 Pnl. A Bg. day night



Sc. 174 Pnl. B Bg. day night



Dialog:

(F:) EGRESS! EGRESS!
EGRESS! EGRESS!

(F:) (1) ee... (2) ...

Action



Timing



EPISODE #
1034-227

Production :

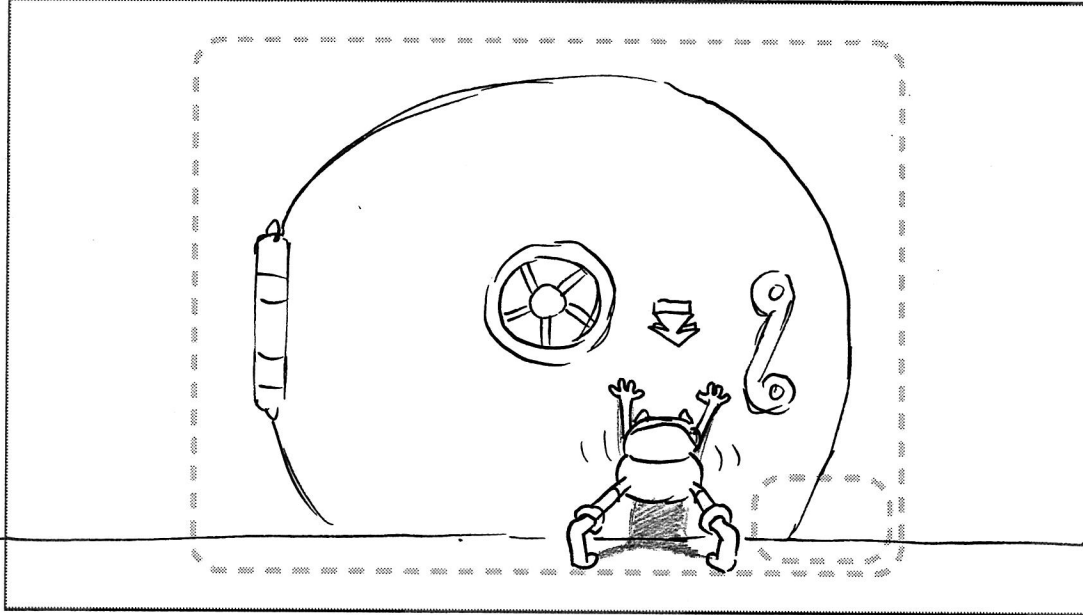
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ADVENTURE TIME

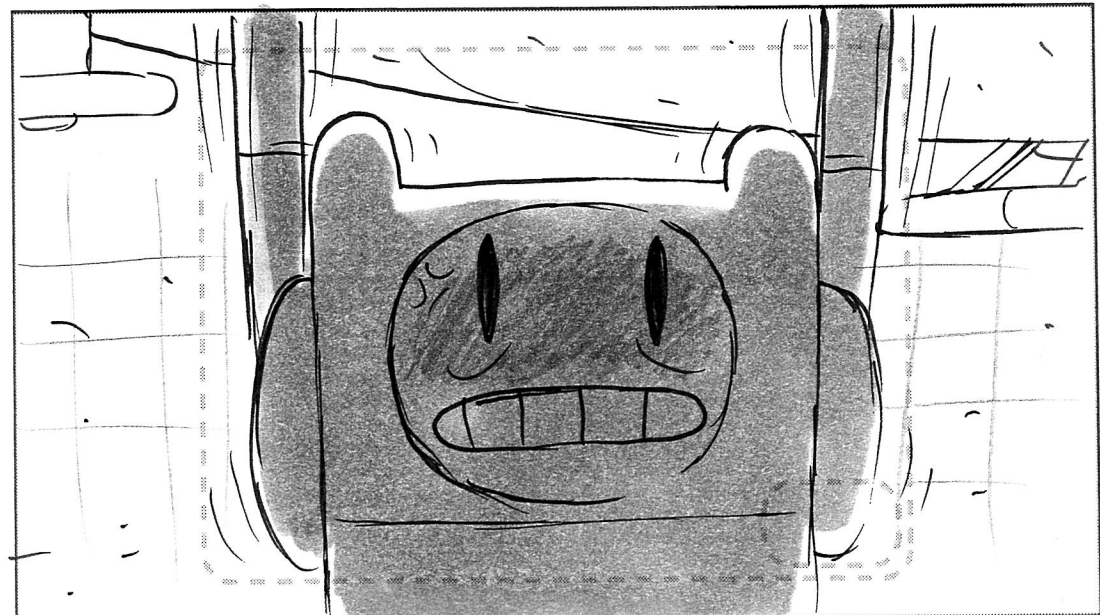


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Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



Dialog:

(F) RRRRAHRR.

Action:

[REUSE FOOTAGE]

(F:) RRRRRRR...

[REUSE FOOTAGE]

Timing:

EPISODE #

1034-227

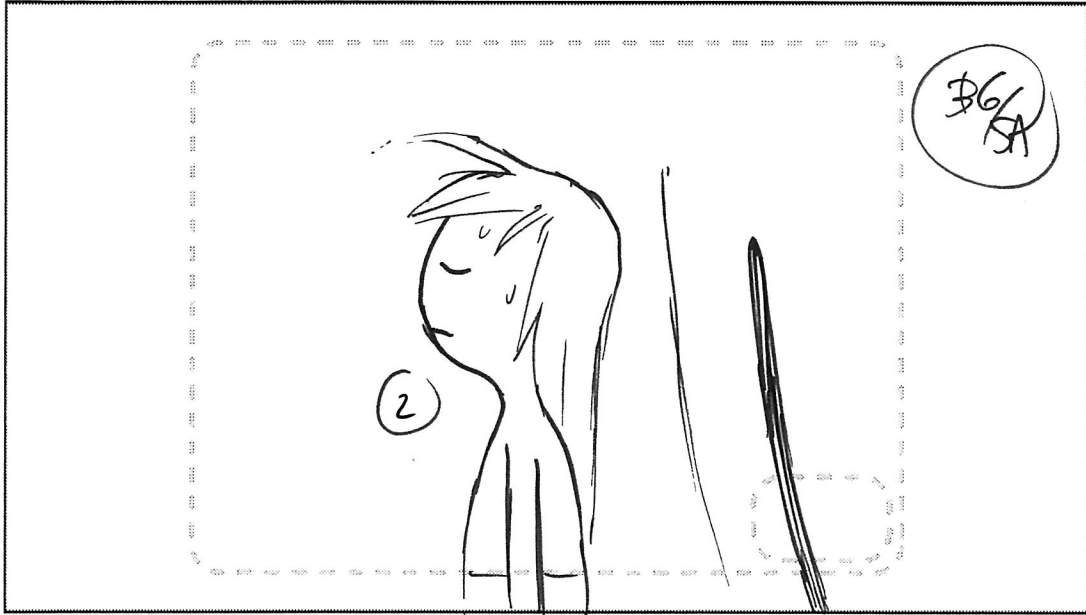
Production :

ADVENTURE TIME

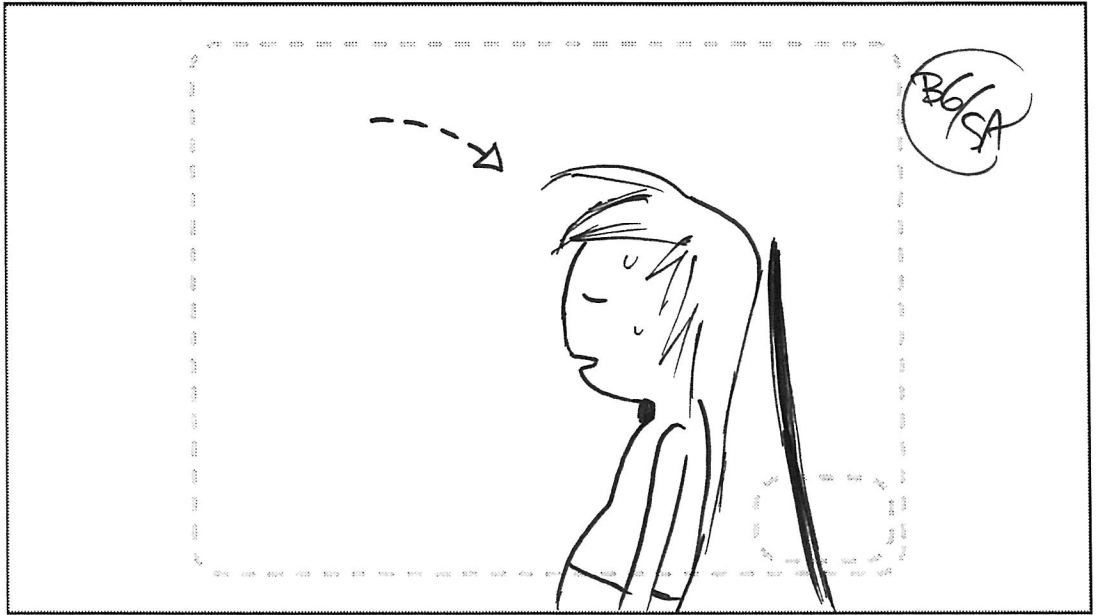


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Sc. 177 Pnl. A Bg. day night



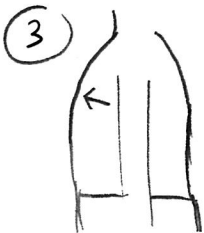
Sc. 177 Pnl. B Bg. day night



Dialog:

(F) * BIG NOSE INHALE *

(FINN) : SIGHH ... :



-Finn takes a big inhale, then leans back as he sighs, intending to rest against the vault door.

[REUSE from earlier]

1034-227

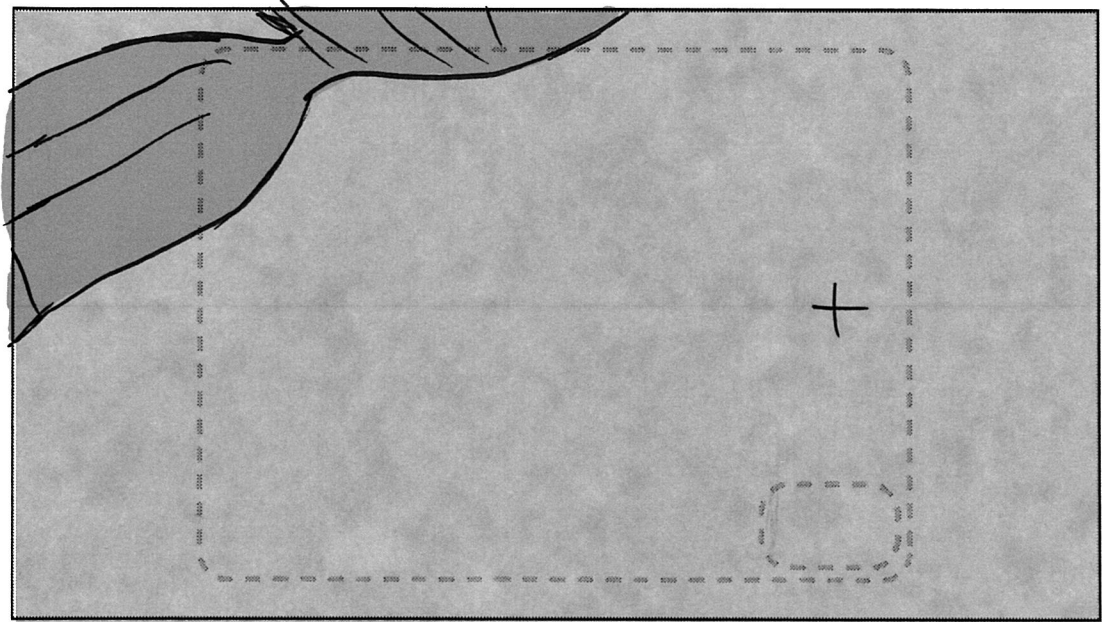
EPISODE #

Production :

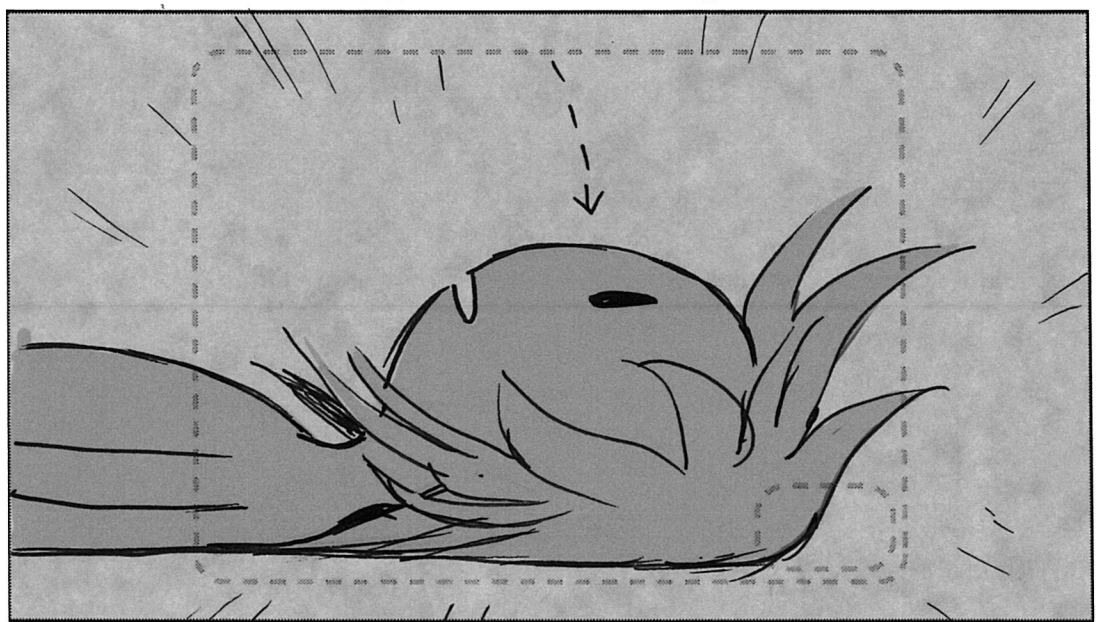
ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:	(SFX:) Finn slamming into floor
Action:	- Finn unknowingly falls through the vault door and slams into the ground.
Timing:	[REUSE from earlier]



EPISODE # 1034-227

Production :

ADVENTURE TIME



234

Page _____

Sc.

179

Pnl.

A

Bg.

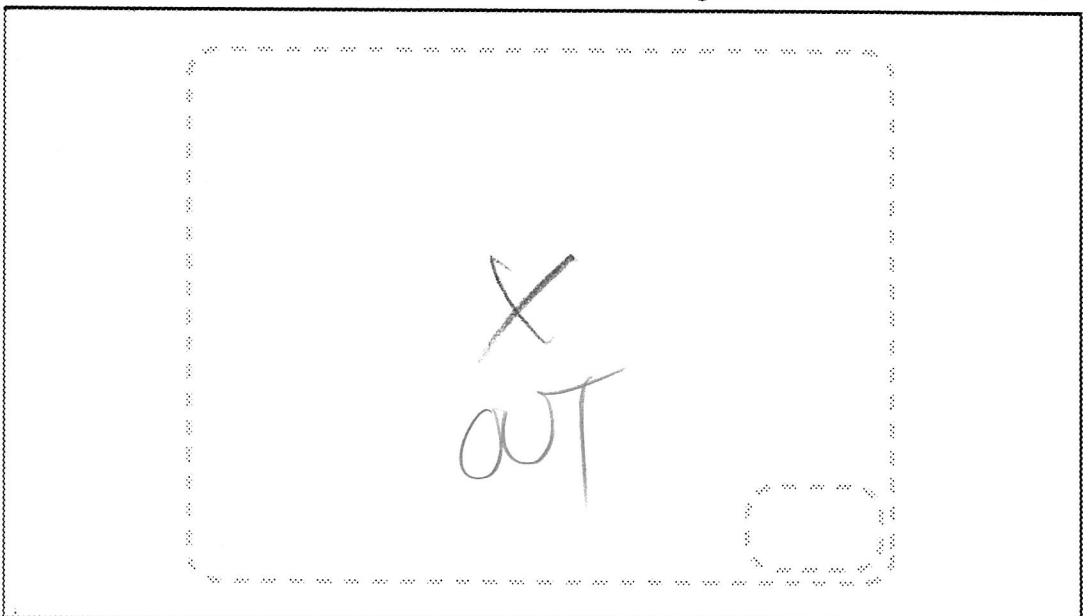
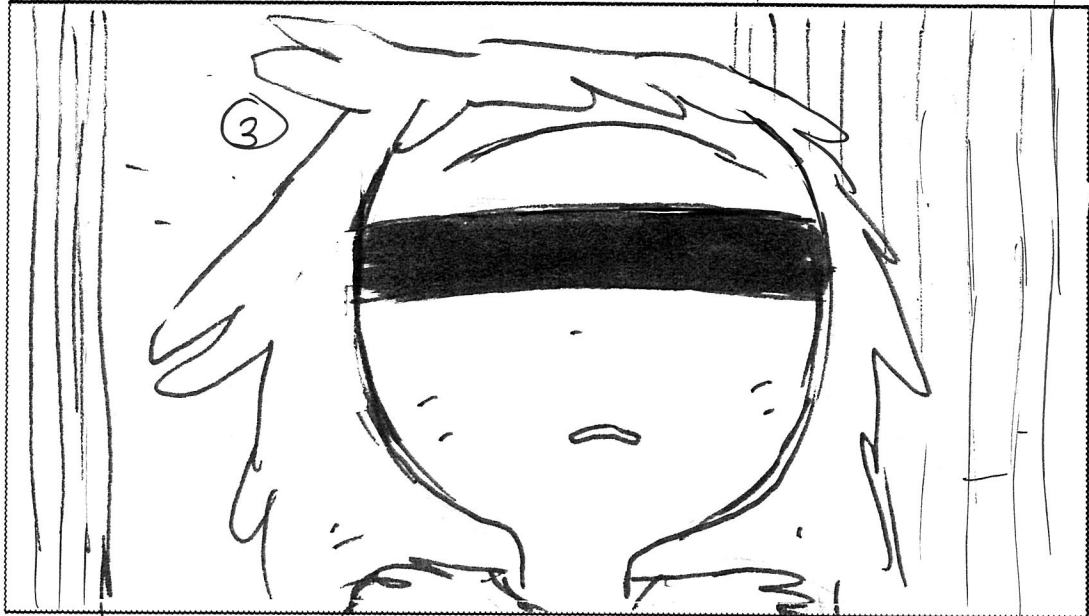
day night

Sc.

Pnl.

Bg.

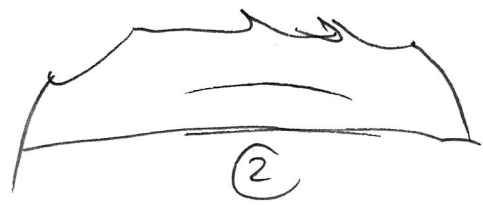
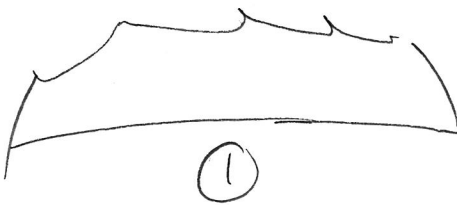
day night



Dialog:

Action:

Timing:



- Finn raises his brow

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1034-227

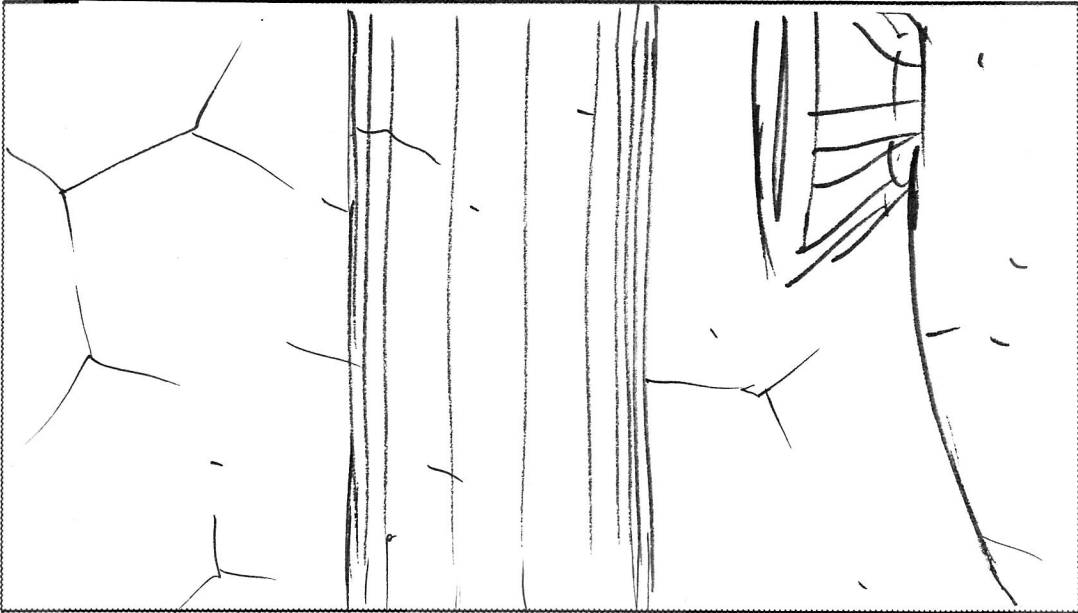
EPISODE #

Production :

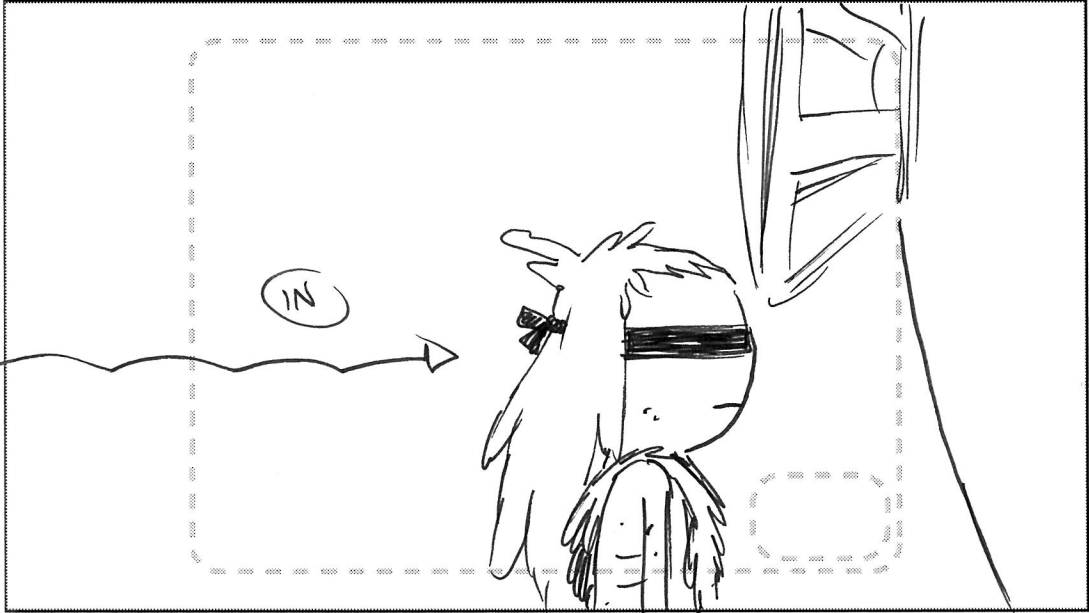
ADVENTURE TIME



Sc. 180 Pnl. A Bg. day night



Sc. 180 Pnl. B Bg. day night



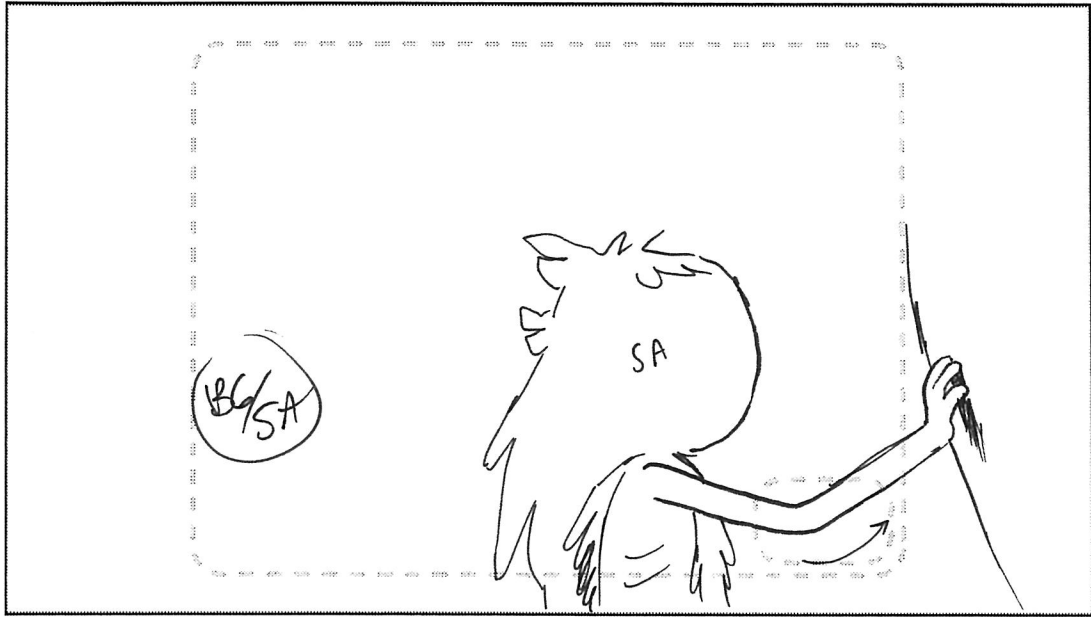
Dialog:
Action: - Finn walks up to vault door
Timing:

Production :
EPISODE #
1034-227

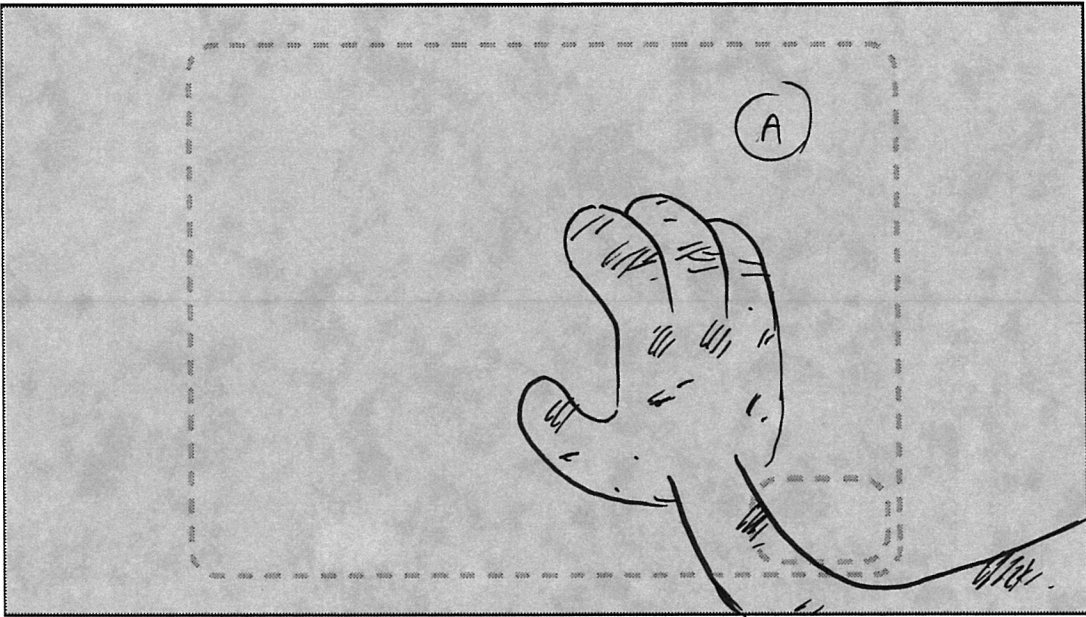
ADVENTURE TIME



Sc. 180 Pnl. C Bg. day night



Sc. 181 Pnl. A Bg. day night



Dialog:
Action: - Finn places his hand on the vault door.
Timing:

EPISODE # 1134-227
Production :

ADVENTURE TIME



Sc. 181 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog: SFX: TAP TAP TAP

Action: (A)(B)(A)(B)(A)(B)(A)
- Finn taps on the vault door.

Timing:

EPISODE # 1134-227 Production :

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ADVENTURE TIME



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Page _____

Sc.

182

Pnl.

A

Bg.

day night



Sc.

182

Pnl.

B

Bg.

day night



Dialog:
Action:
Timing:

1034-227

EPISODE #

Production :

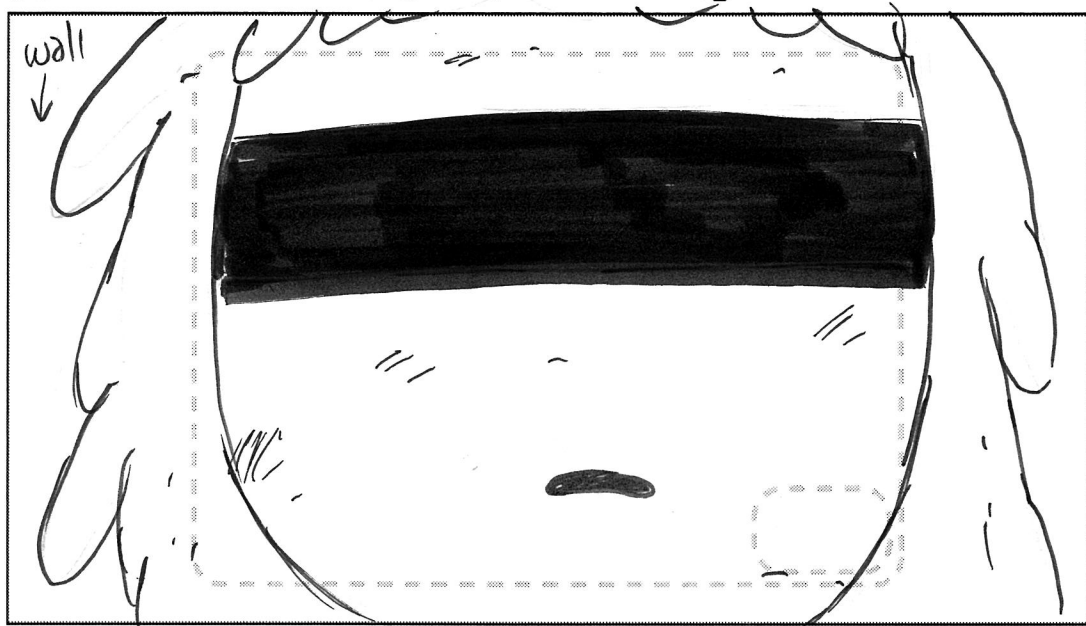
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ADVENTURE TIME

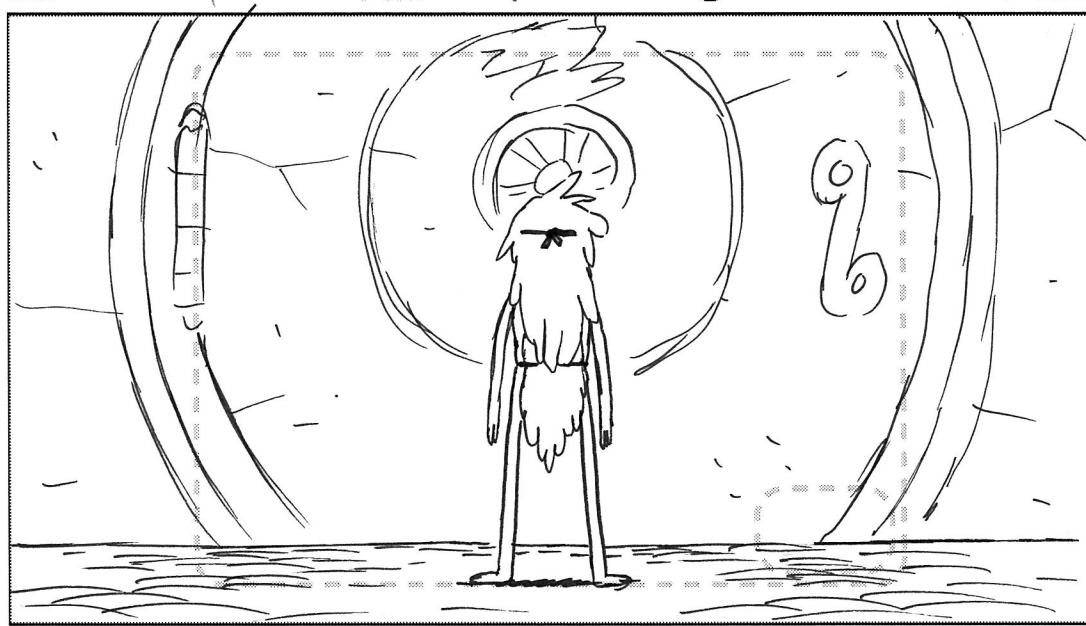


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Sc. 183 Pnl. A Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog: BMO (V.O.) ... something's different. ...
(childlike awe)

★ ALT: Have PB and FINN read this line too, for options.

- BEAT -

Action:

Timing:

1034-227

EPISODE #

Production :

ADVENTURE TIME



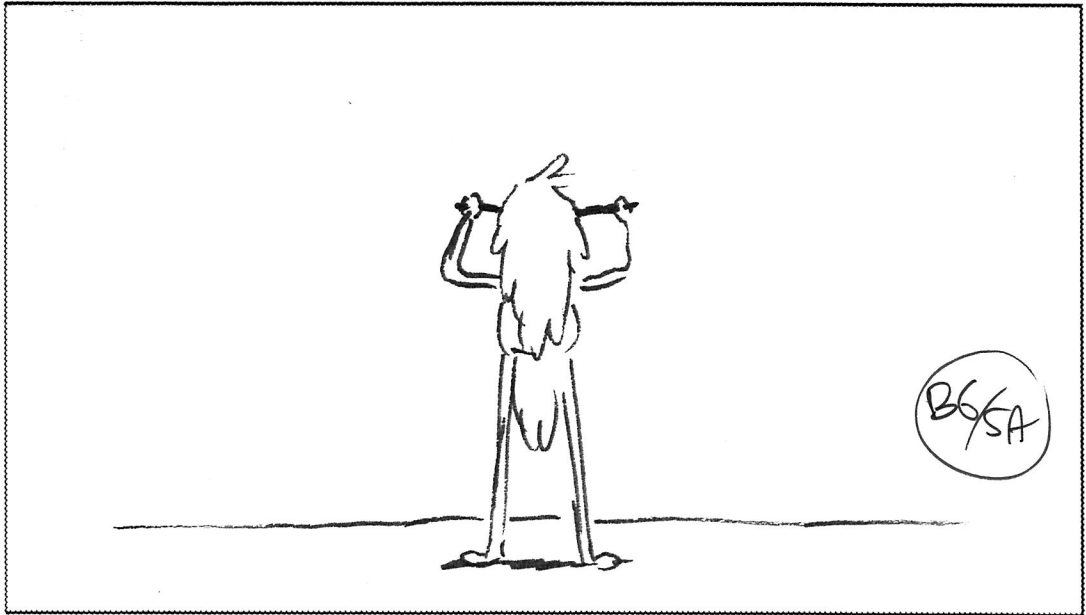
240

Page _____

Sc. 184 Pnl. B Bg. day night



Sc. 184 Pnl. C Bg. day night



Dialog:	
Action:	- Finn unties his blindfold.
Timing:	- Finn partially removes his blindfold.

1134-227

EPISODE #

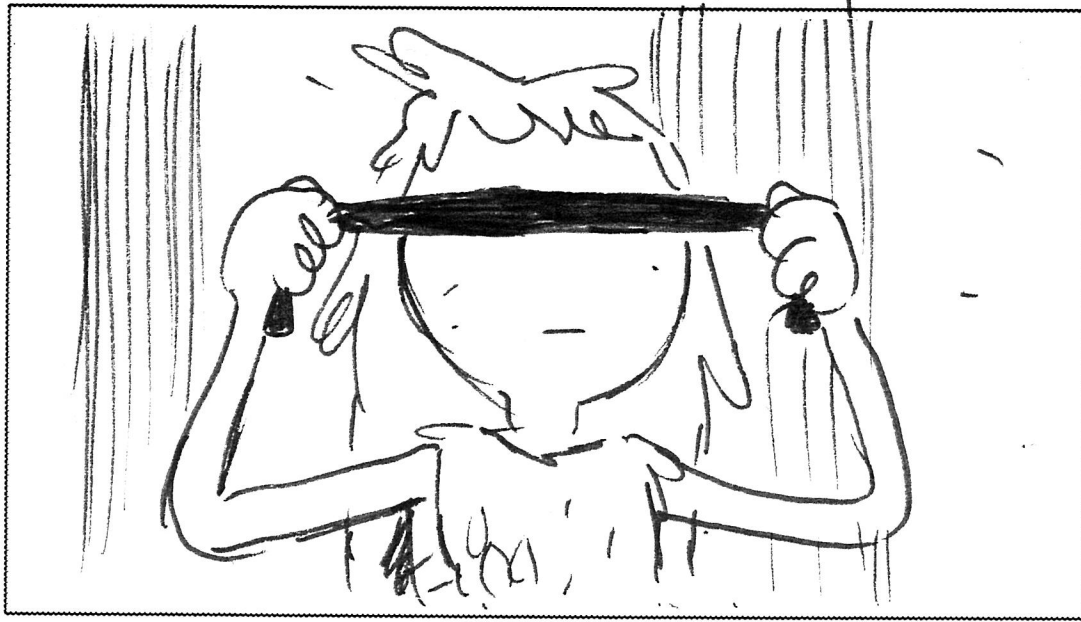
Production :

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ADVENTURE TIME



Sc. 185 Pnl. A Bg. day night



Sc. 185 Pnl. B Bg. day night



Dialog:	
Action:	- Finn drops his blindfold, revealing mother blindfold
Timing:	

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EPISODE # 1034-227

Production :

ADVENTURE TIME



242

Sc.

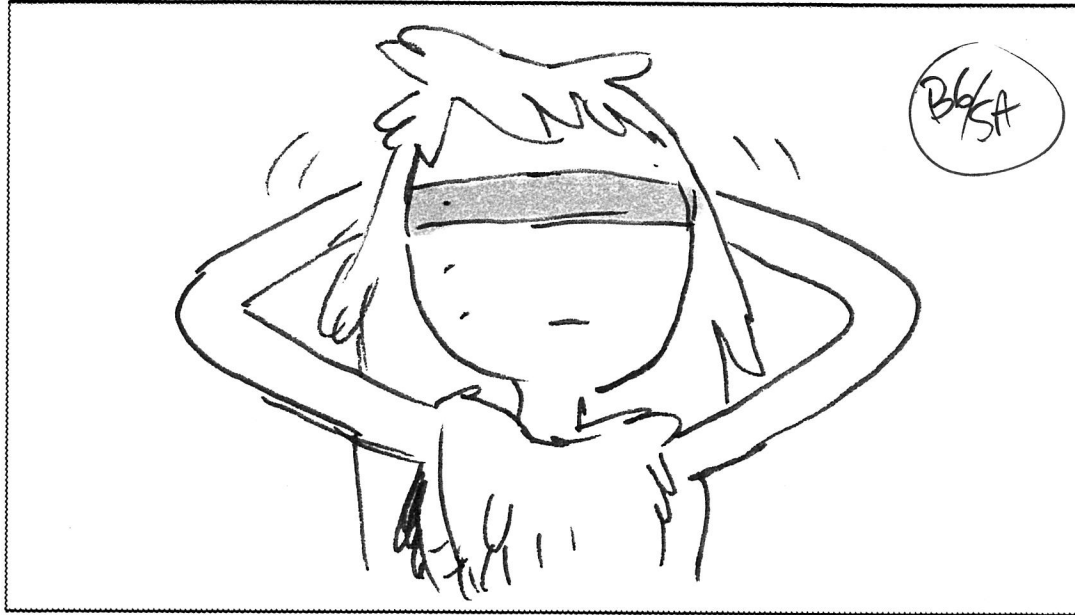
185

Pnl.

C

Bg.

day night



Sc.

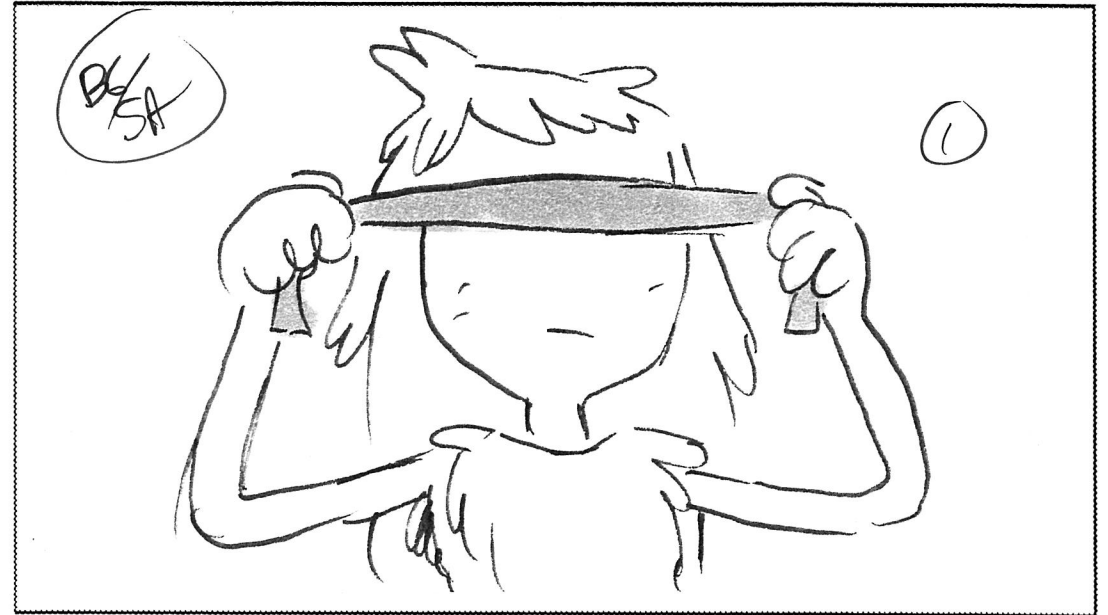
185

Pnl.

D

Bg.

day night



Dialog:

Action:

- Finn reveals a third blindfold

Timing:



1034-227

EPISODE #

Production :

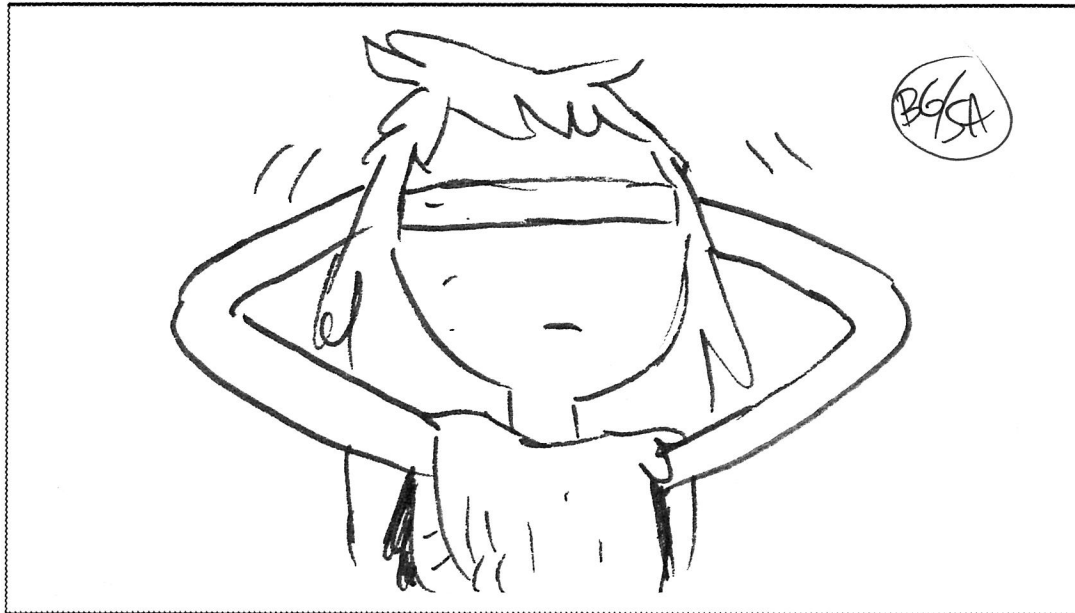
ADVENTURE TIME



243

Pag. _____

Sc. 185 Pnl. E Bg. day night



Sc. 185 Pnl. F Bg. day night



Dialog:	
Act	
Tim	
<p>FINN SHOULD HAVE SOME KIND OF TAN-LINE UNDER HIS BLIND-FOLDS</p>	
<p>- Finn removes his final blindfold.</p>	

1034-227
EPISODE #

Production :

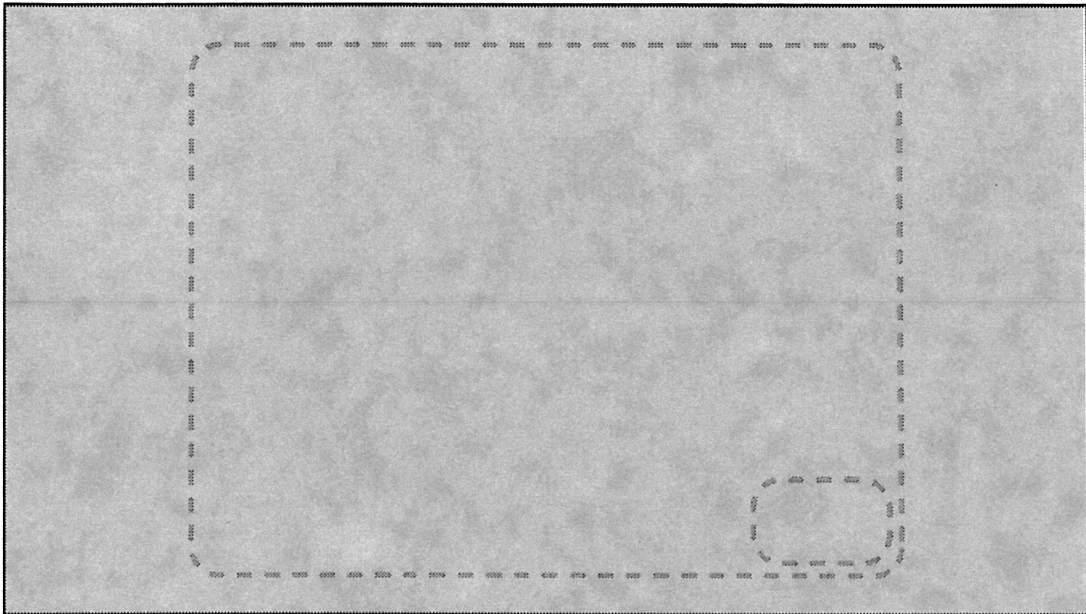
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ADVENTURE TIME

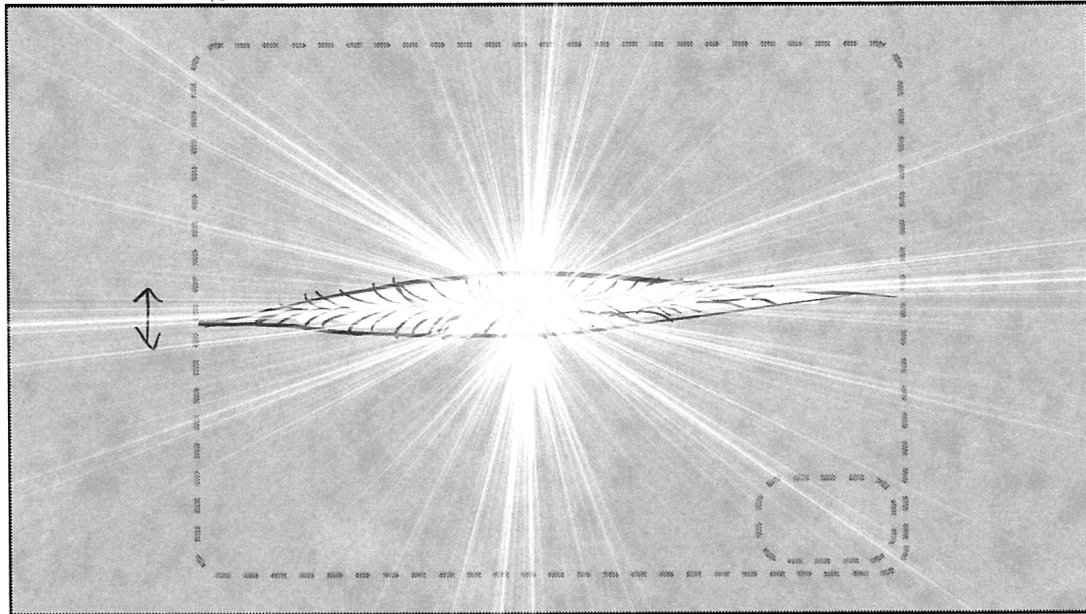


Page 244

Sc. 186 Pnl. A Bg. day night



Sc. 186 Pnl. B Bg. day night



Dialog:

FINN: (OS) * BIG INHALE *
* BIG EXHALE *

Action:

- Finn slowly opens his eye, letting
Bright white light stream in.

Timing:

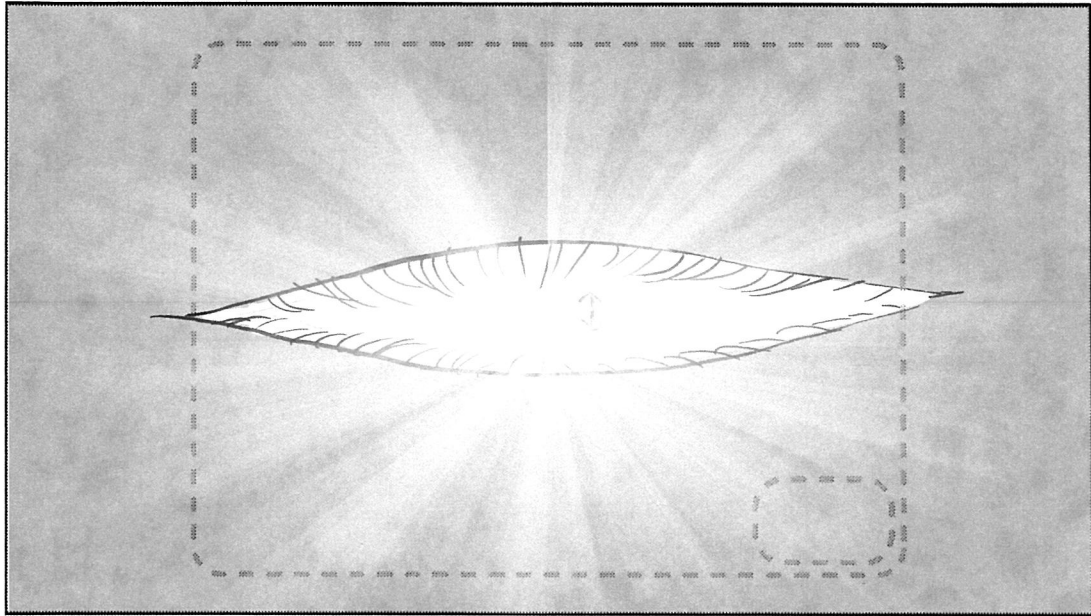
EPISODE # 1034-227

Production :

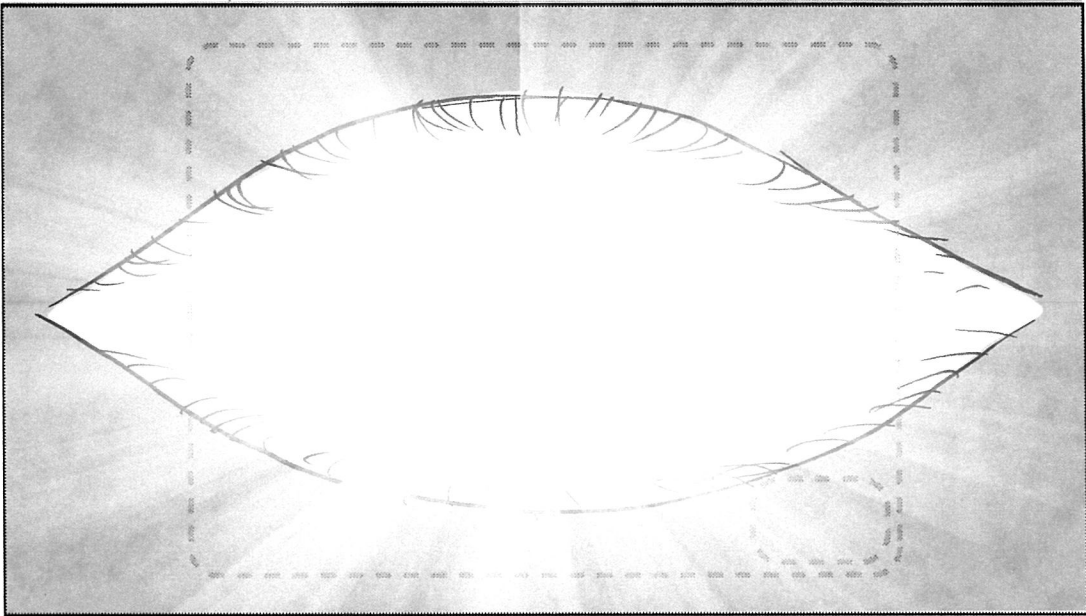
ADVENTURE TIME



Sc. 186 Pnl. C Bg. day night



Sc. 186 Pnl. D Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1134-227

Production :

ADVENTURE TIME



Sc. 186 Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

EPISODE # 1034-227
Production :

ADVENTURE TIME

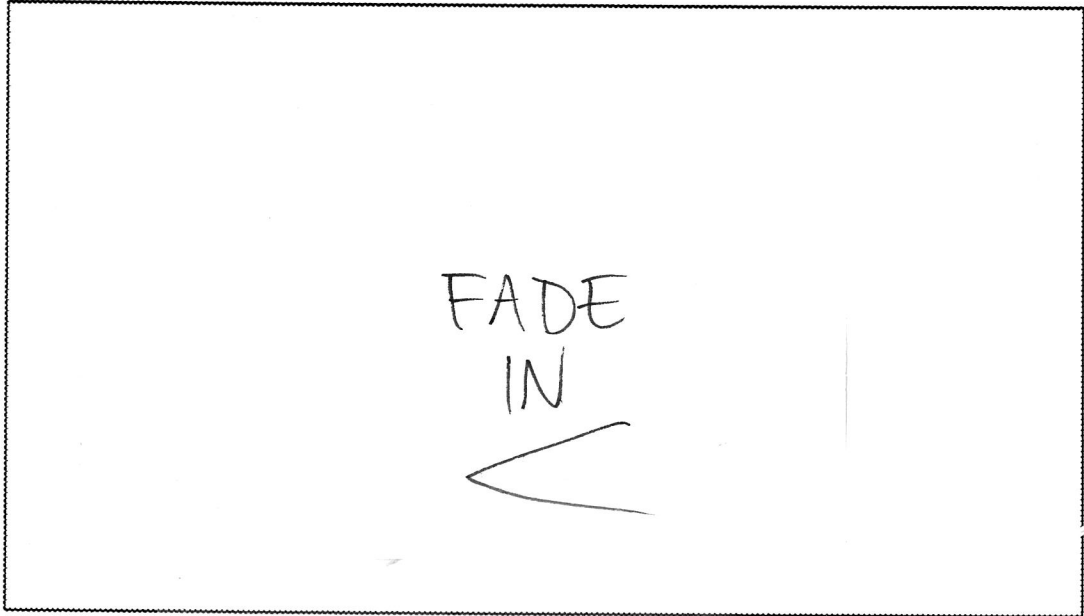


Sc.

Pnl.

Bg.

day night



Sc.

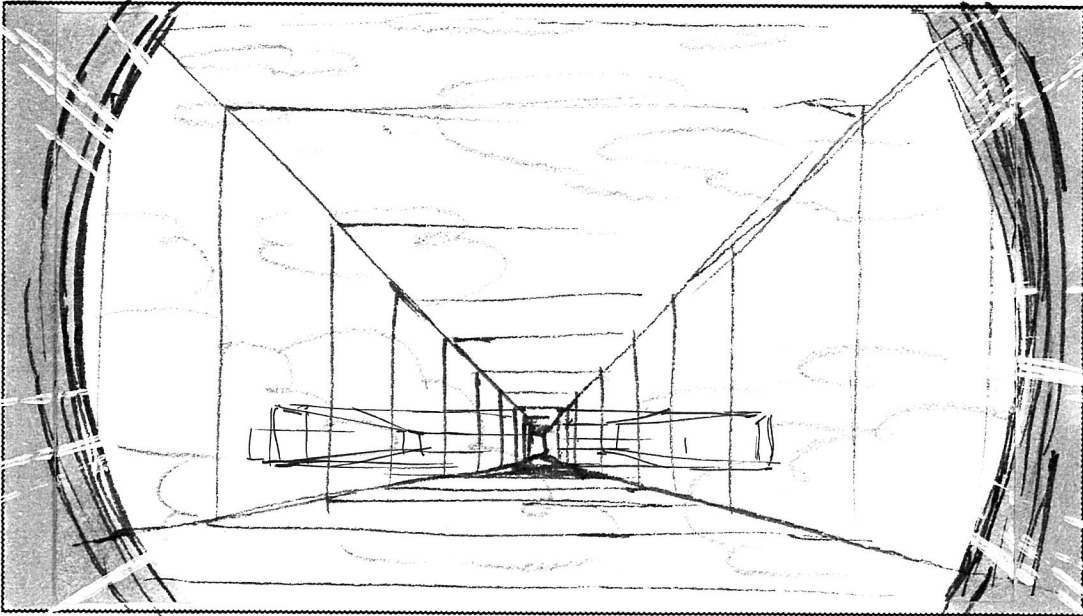
187

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

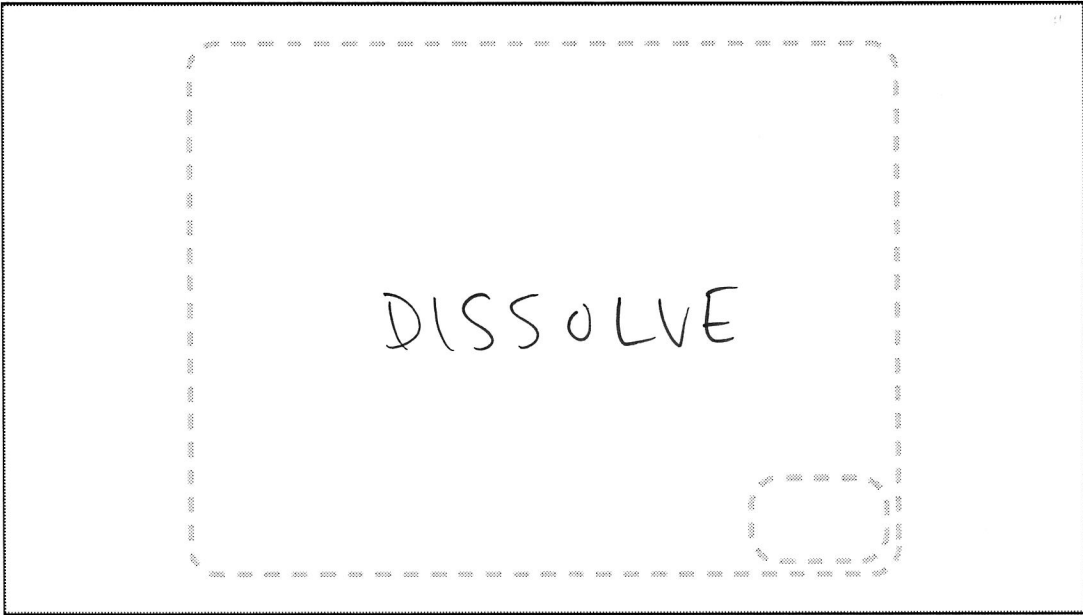
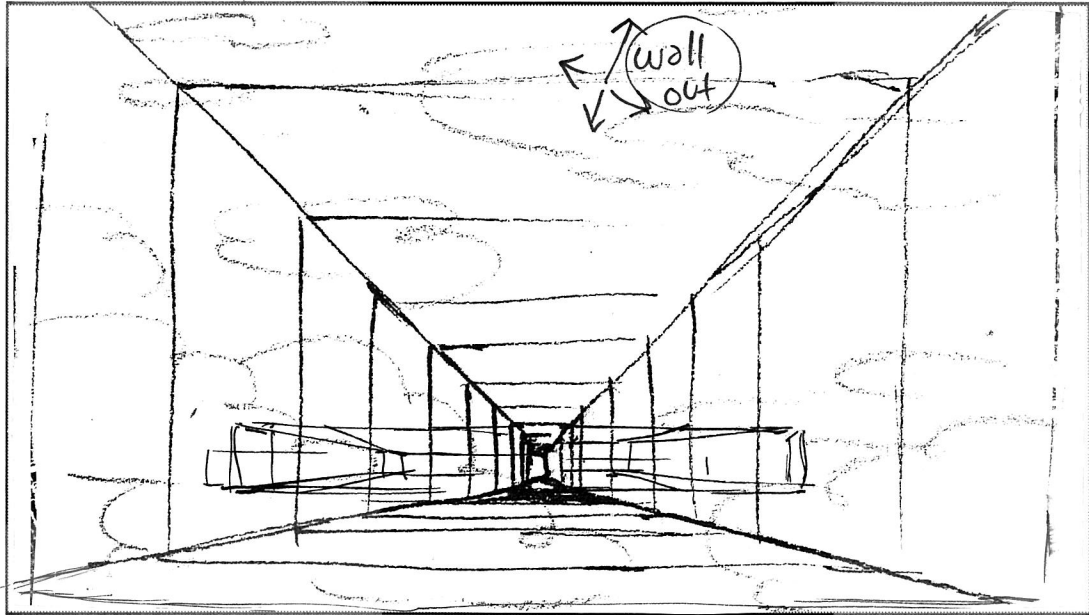
EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc. 187 Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action: <ul style="list-style-type: none">- Truck into corridor, vault wall recedes faster than truck in- Dissolve before camera comes to a stop.
Timing:

1034-227
EPISODE #
Production :

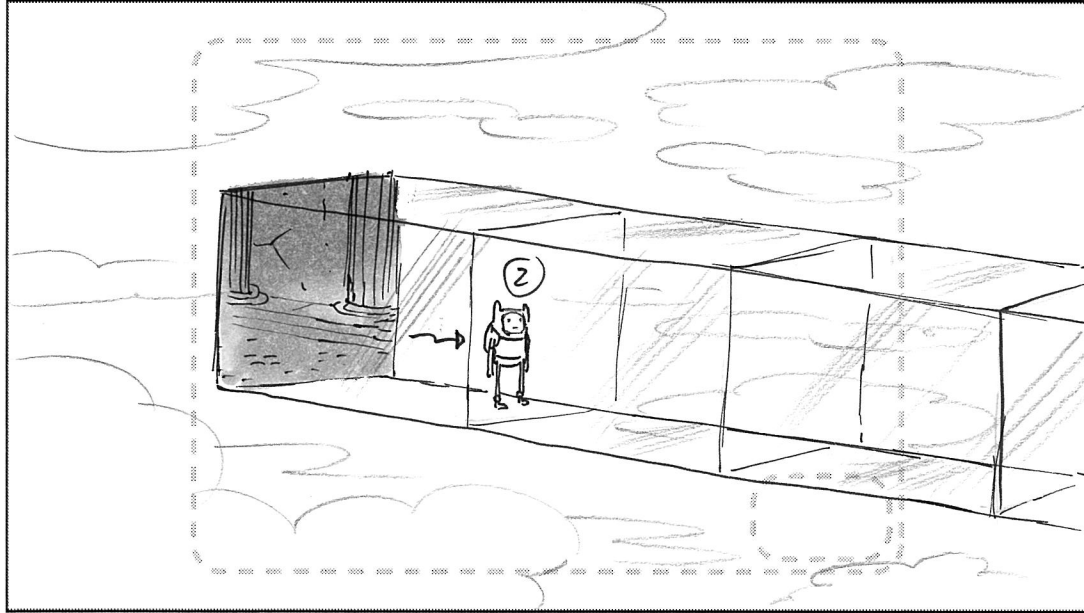
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ADVENTURE TIME

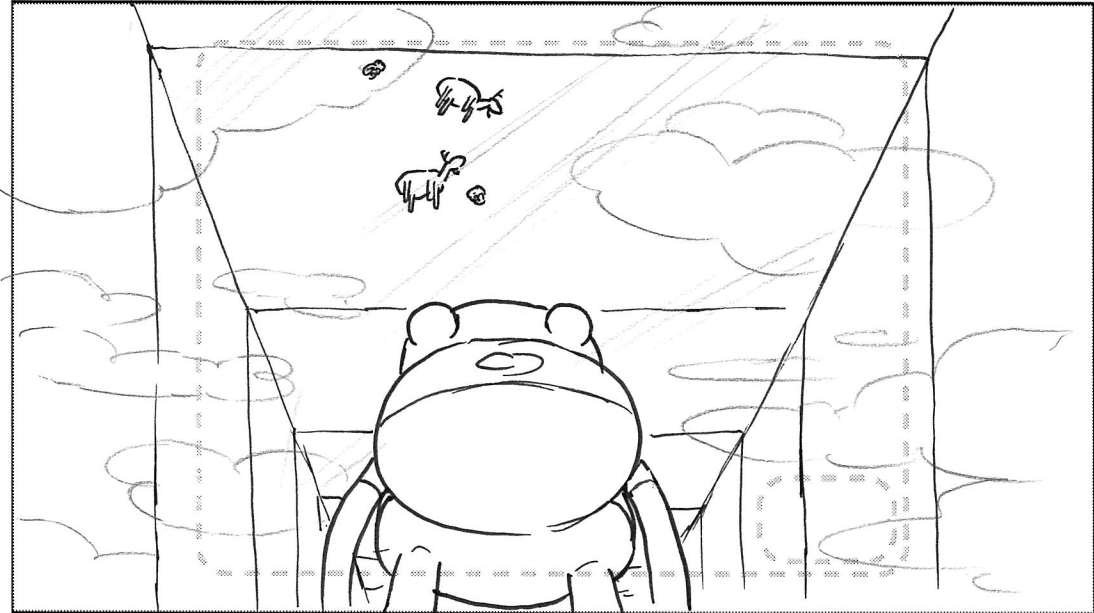


Page 249

Sc. 188 Pnl. A Bg. day night



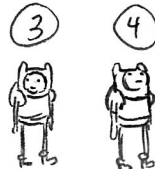
Sc. 189 Pnl. A Bg. day night



Dialog:

♪ subdued
mode of propulsive score to come, ...

Action:



- Finn walks into glass maze, looks around,
then looks up - and sees deer and bunny + frog
suspended high in the air.

Timing:

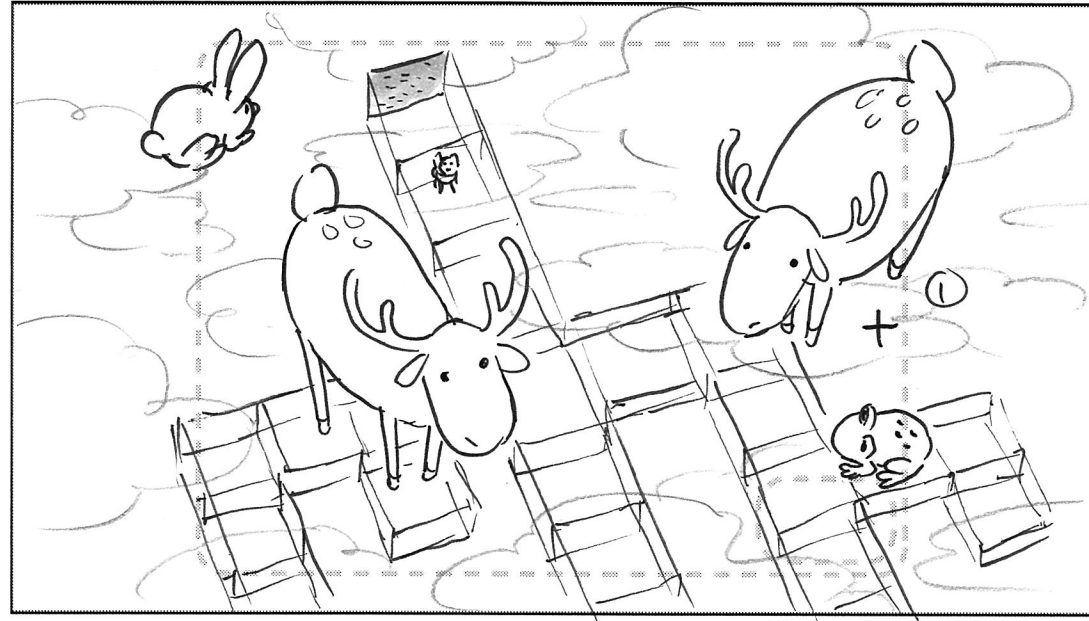
EPISODE # 1034-227

Production :

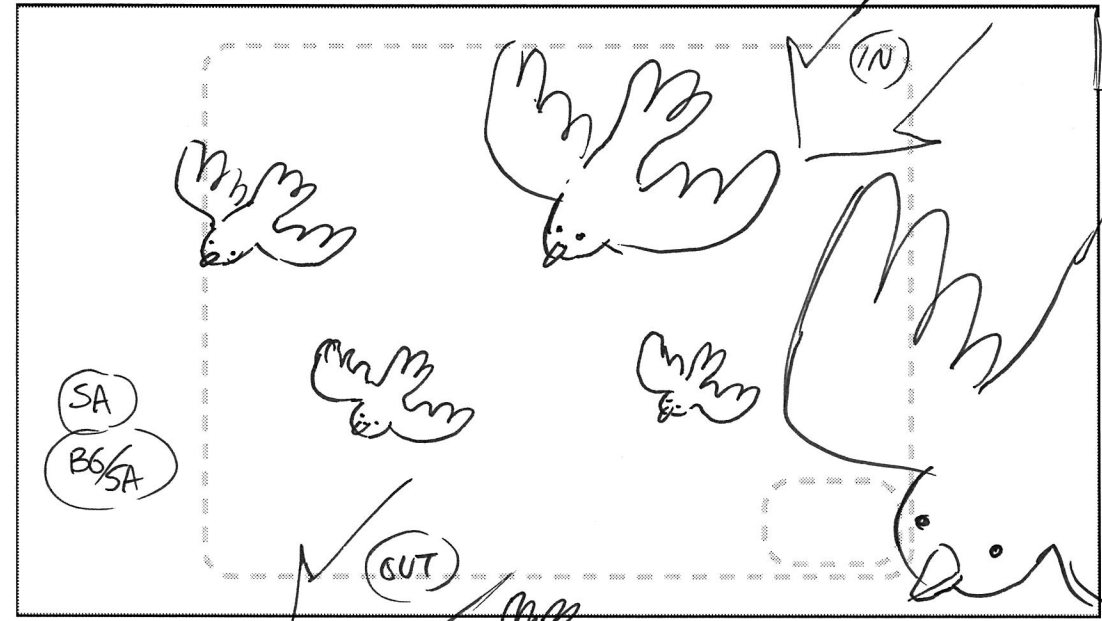
ADVENTURE TIME

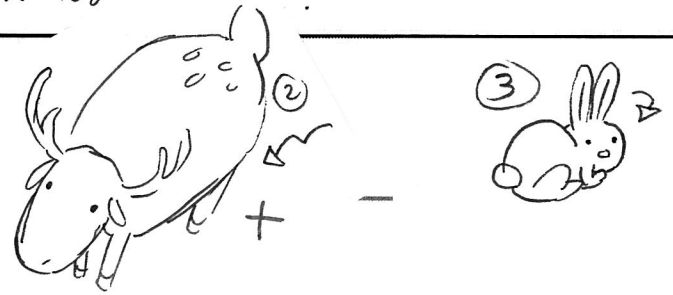


Sc. 190 Pnl. A Bg. day night



Sc. 190 Pnl. B Bg. day night



Dialog:	- maybe blur the Finn layer a bit?	- maybe blur the birds a bit too?
Action:		- Flock of birds flies high overhead.
Timing:		

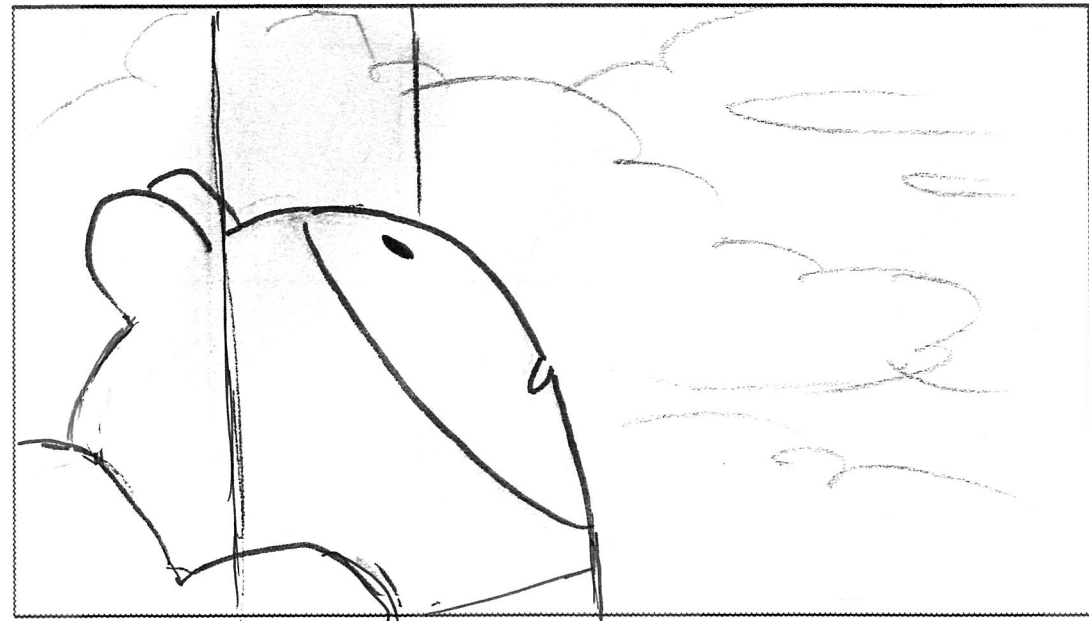
EPISODE # 1134-227

Production :

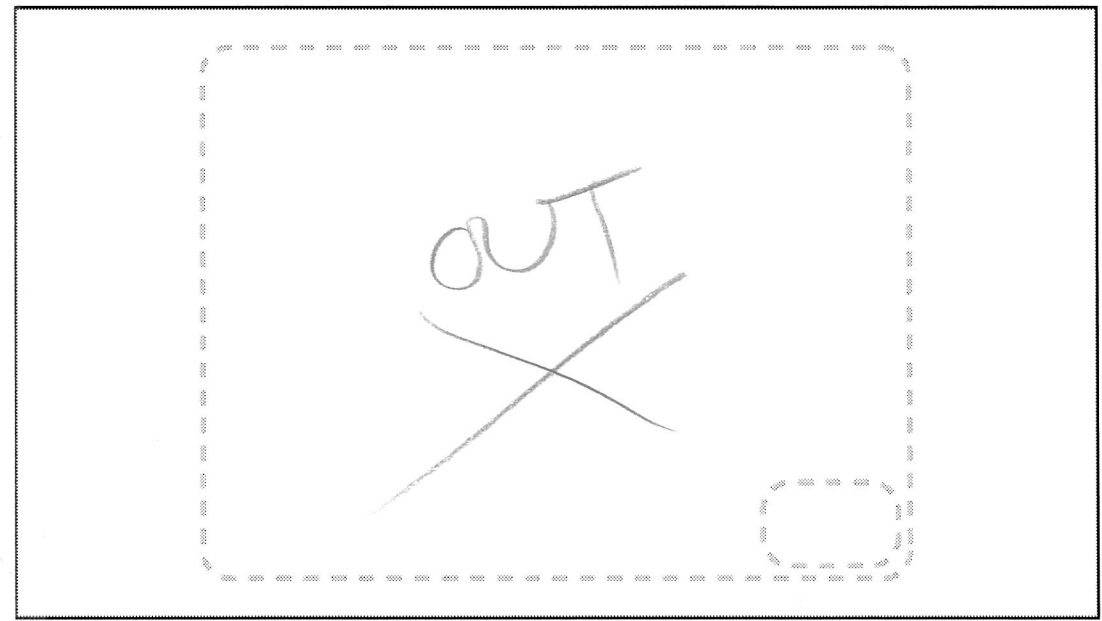
ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1034-227

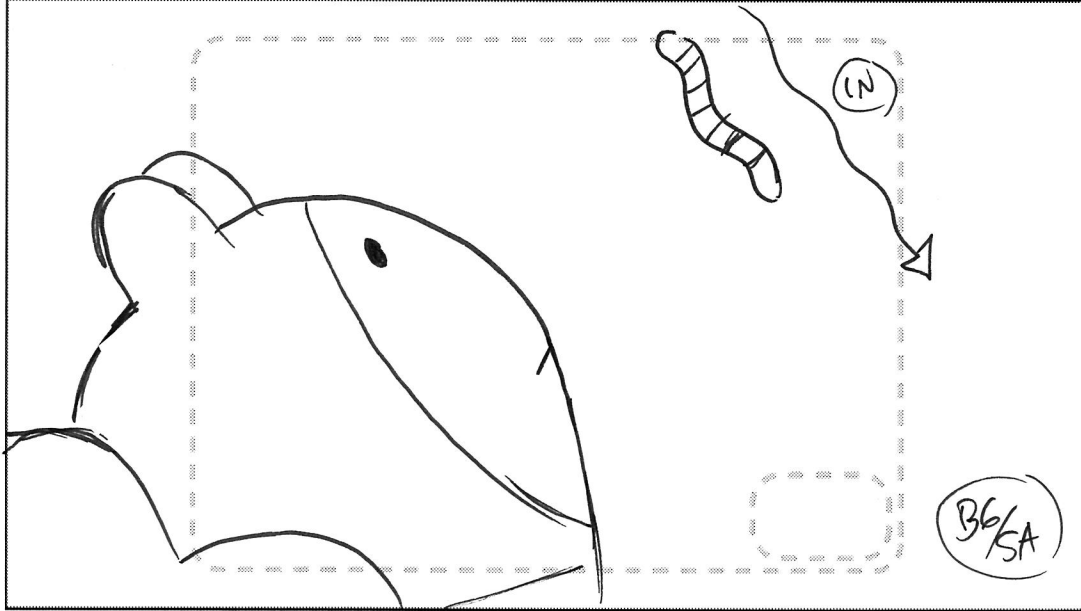
Production :

ADVENTURE TIME

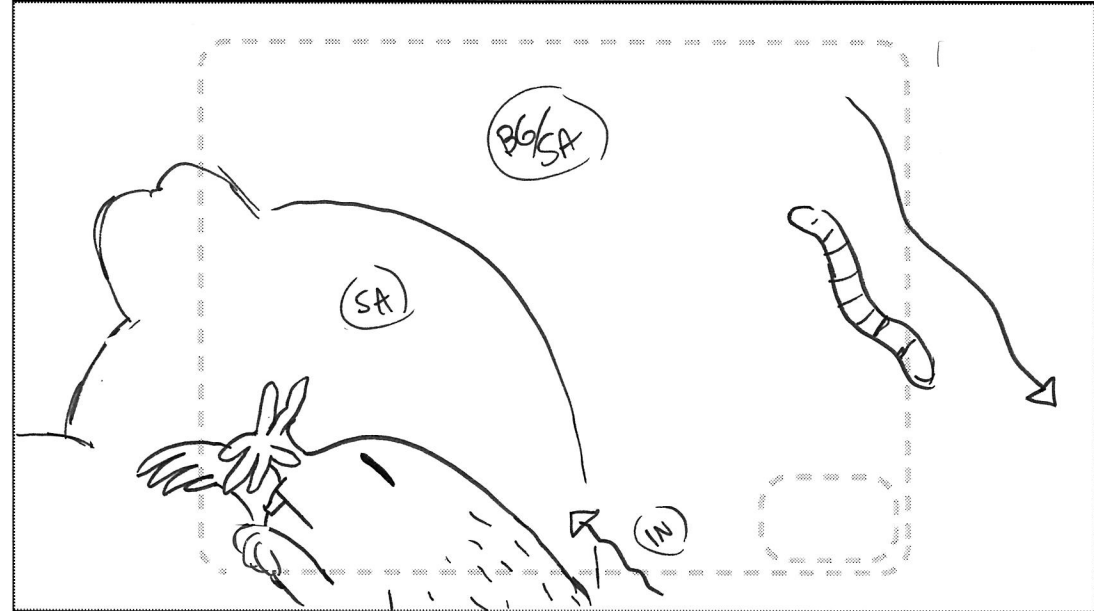


Page 252

Sc. 191 Pnl. B Bg. day night



Sc. 191 Pnl. C Bg. day night



Dialog:

- maybe cool blur effects on mole, then Finn ?

Action:

- Finn watches an earthworm crawl by (outside glass maze)

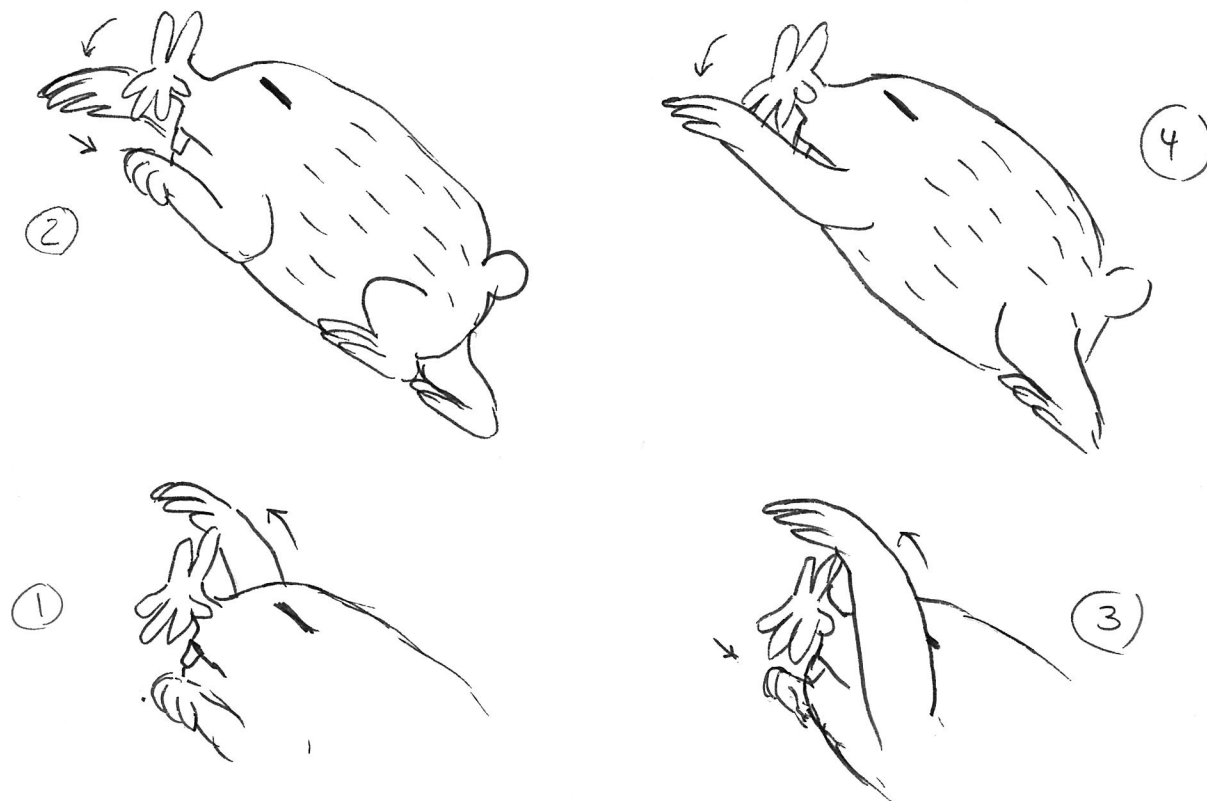
- Mole digs through frame (outside glass maze)

Timing:

EPISODE #

1034-227

Production :

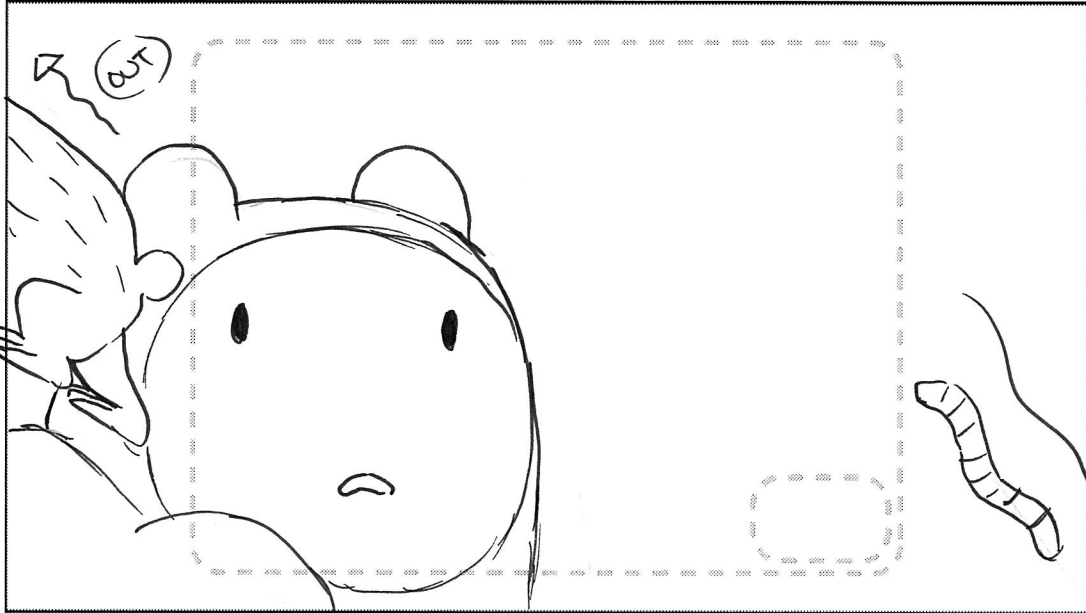


①②③④①②③④ etc.
something like this ??

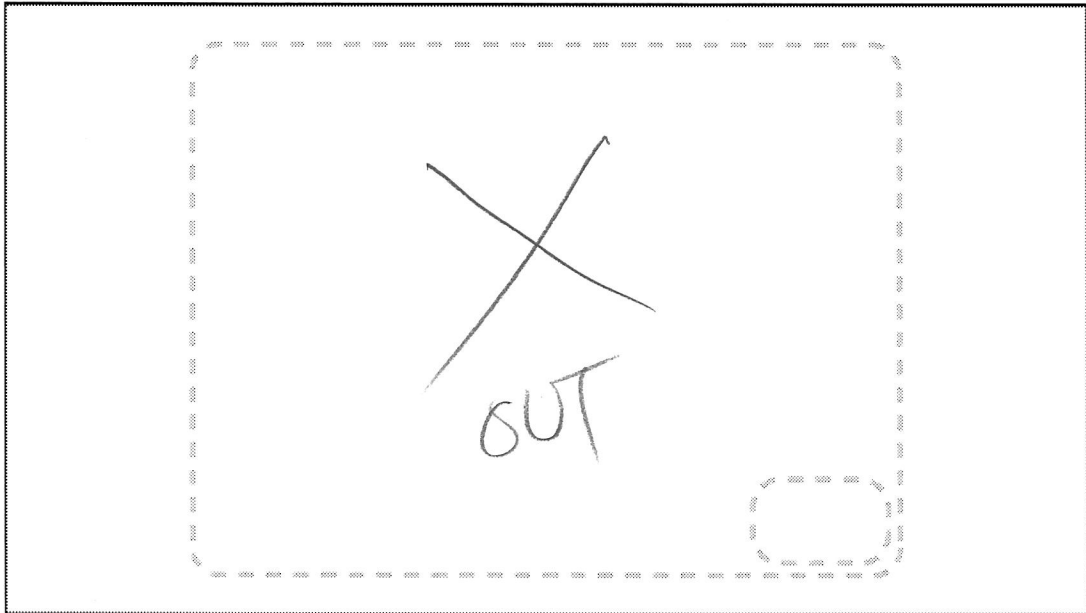
ADVENTURE TIME



Sc. 191 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: - Finn watches mole pass.
Timing:

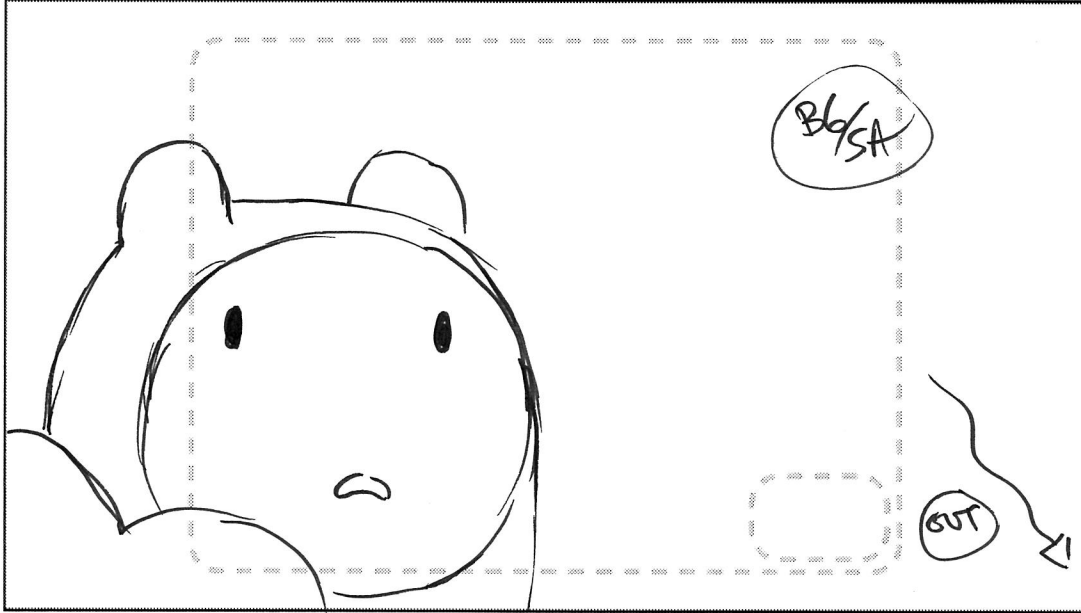
EPISODE # 1034-227
Production :

ADVENTURE TIME

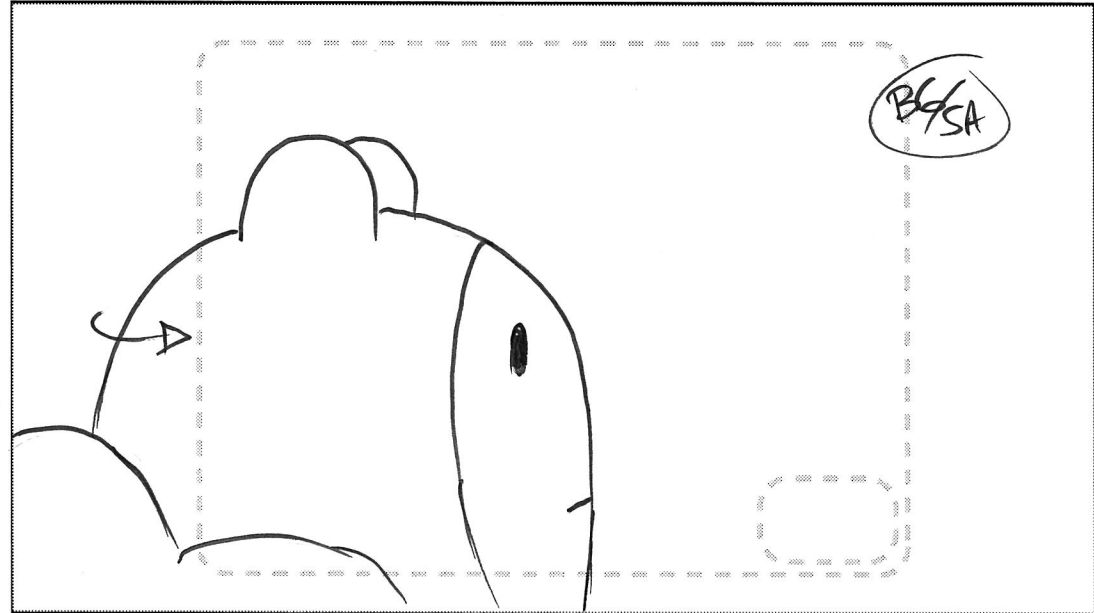


Page 255

Sc. 191 Pnl. E Bg. day night



Sc. 191 Pnl. F Bg. day night



Dialog:

Action:

-Finn looks forward.

Timing:

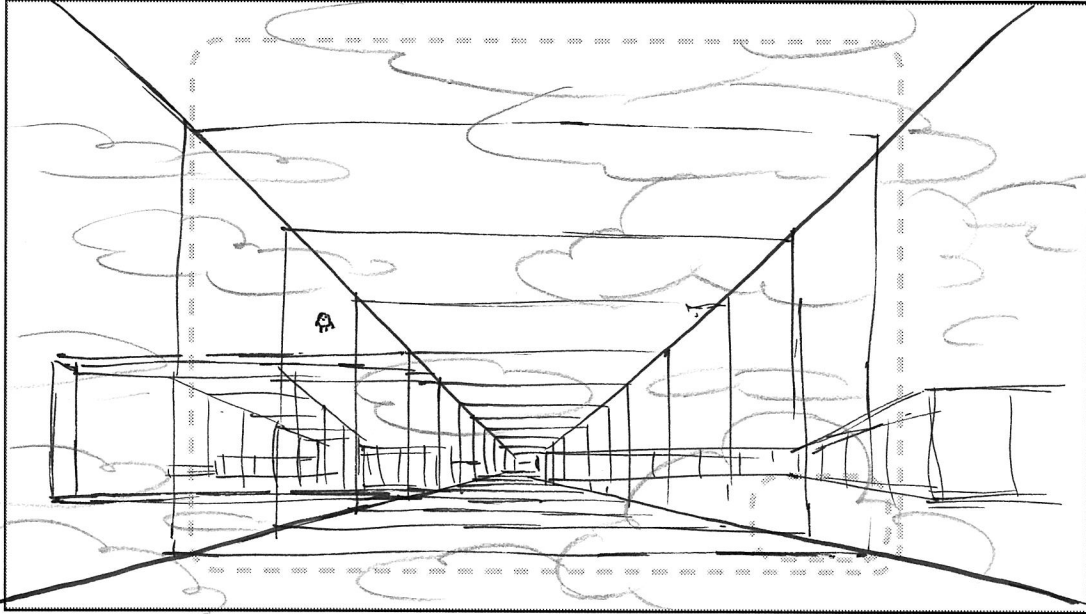
EPISODE #
1034-227

Production :

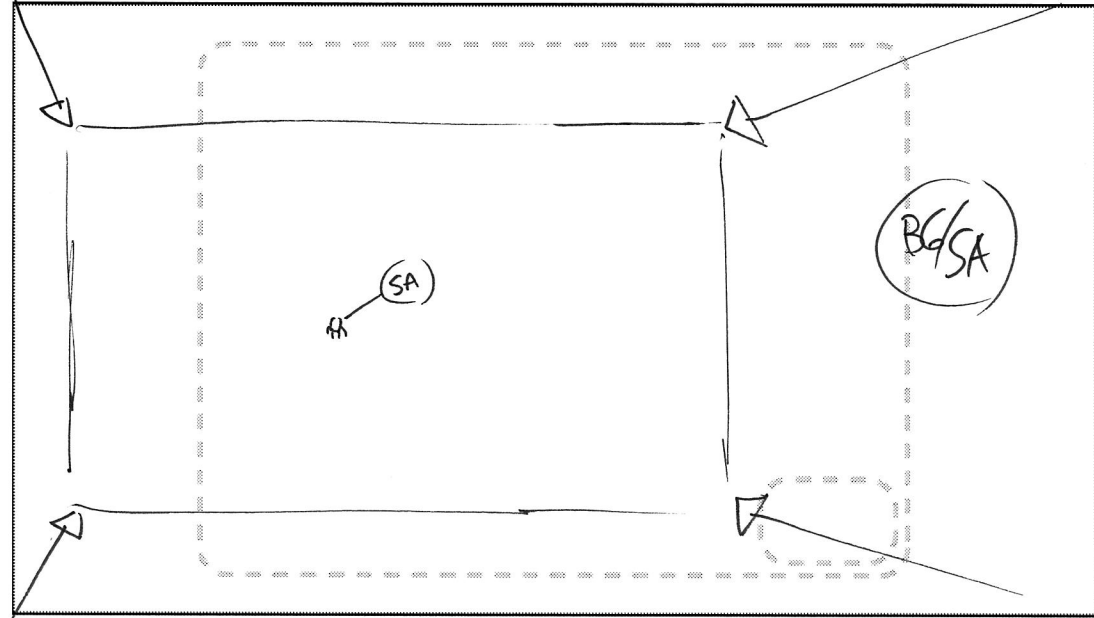
ADVENTURE TIME



Sc. 192 Pnl. A Bg. day night



Sc. 192 Pnl. B Bg. day night



Dialog:

^{maze}
(sorry this layout doesn't quite match up
with the others... it should)

Action:



Timing:

1034-227

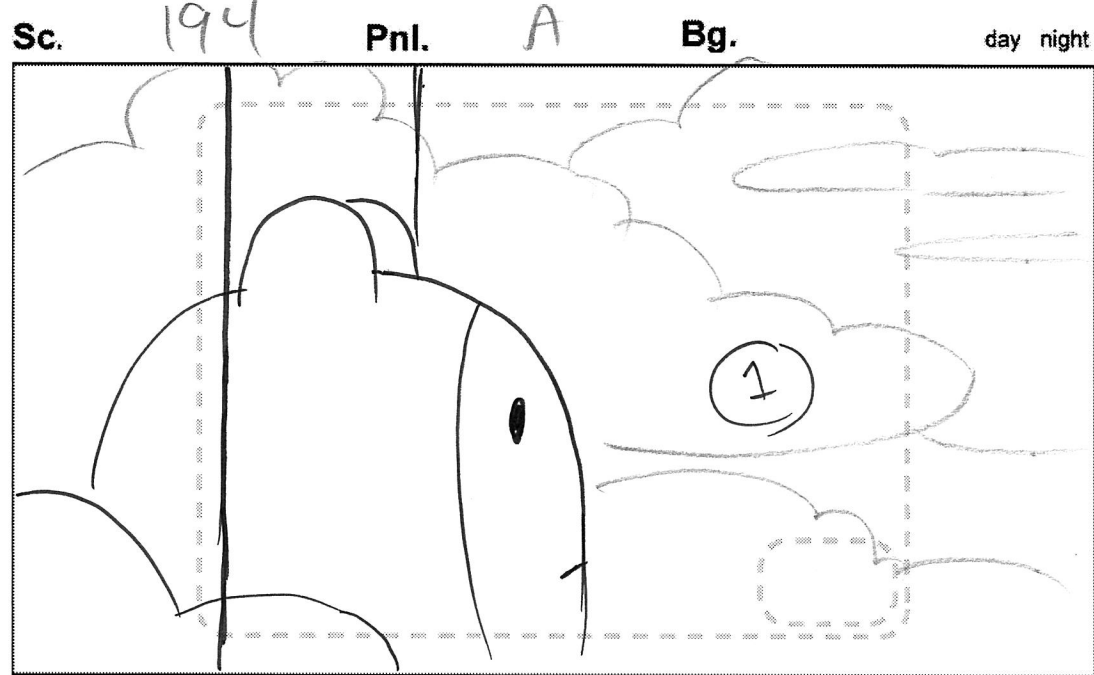
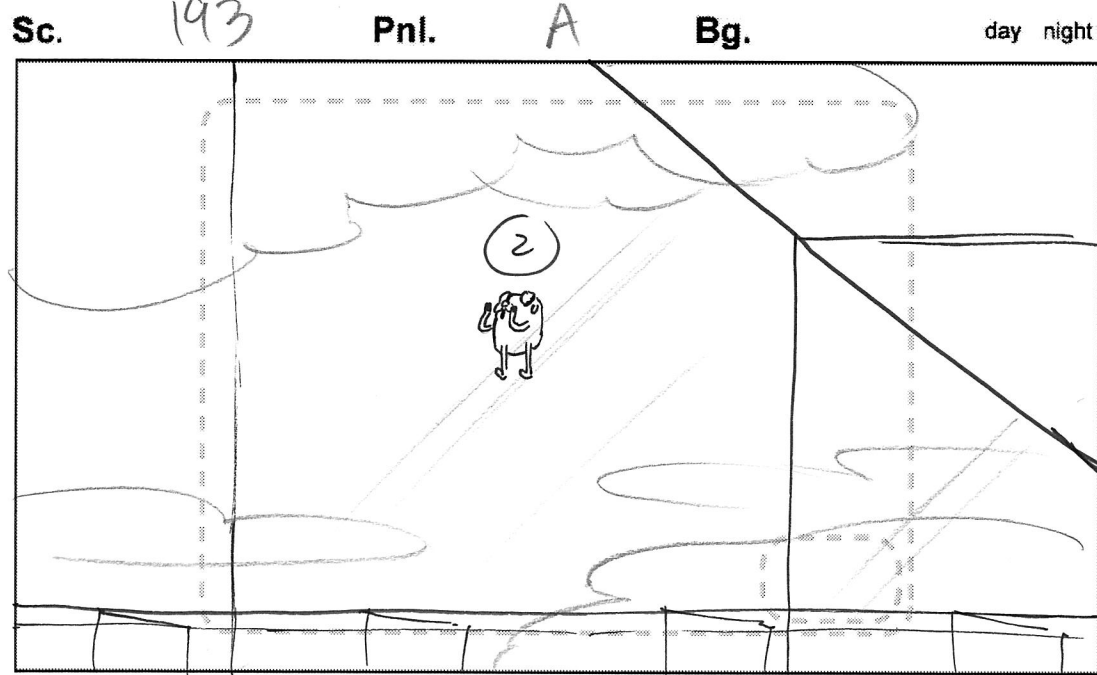
EPISODE #

Production :

ADVENTURE TIME

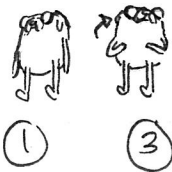


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Dialog: 2 [JAKE YELLS "FINN" inaudibly]

Action:



- Jake calls out for Finn, then looks around.

[start pose]

Timing:

1034-227

EPISODE #

Production :

ADVENTURE TIME



Page 258

Sc.

194

Pnl.

B

Bg.

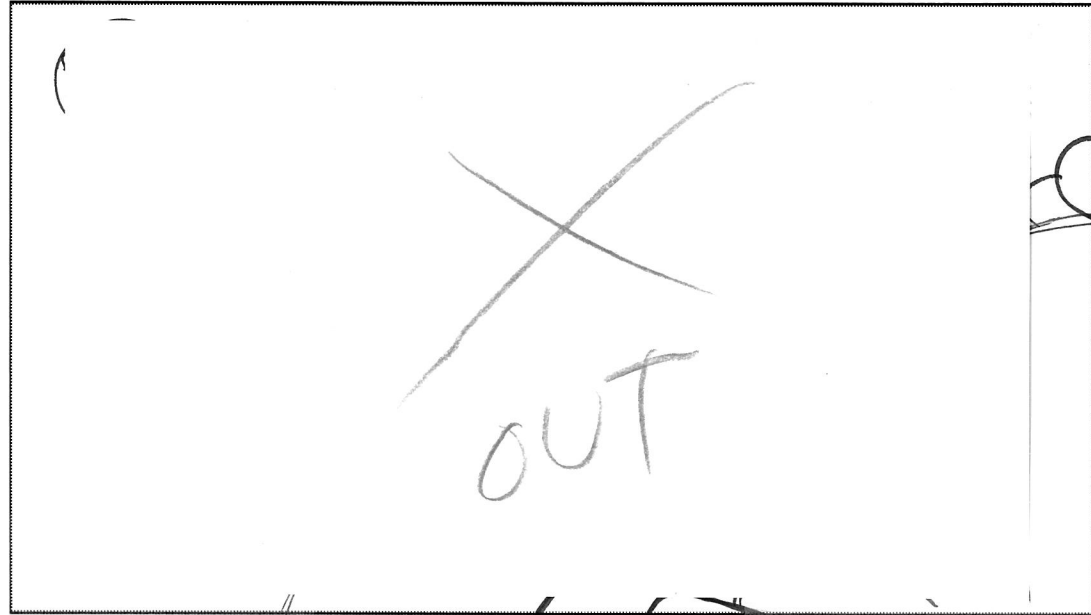
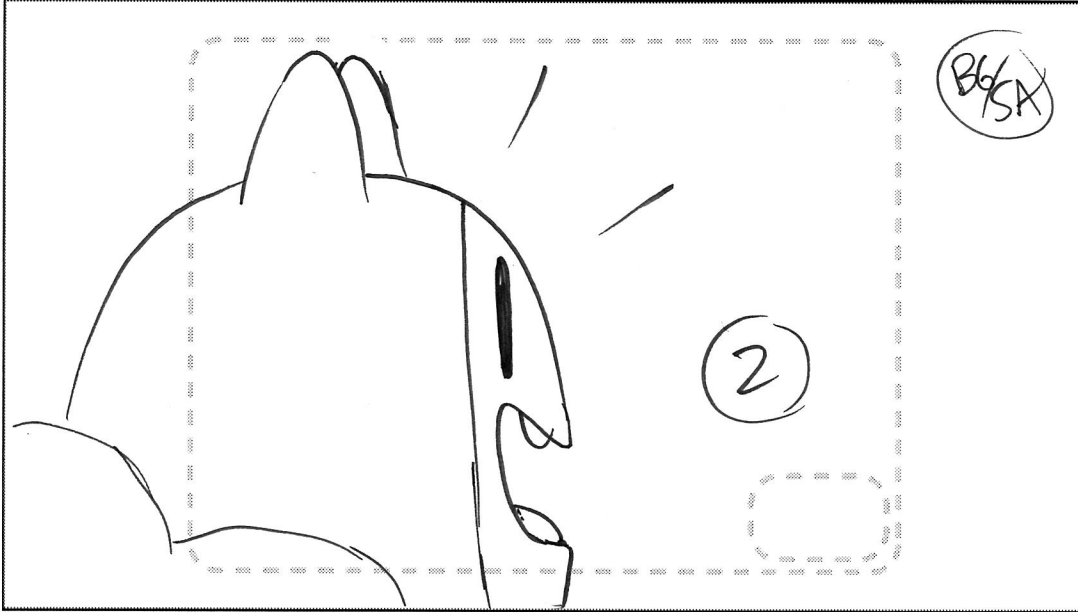
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- Finn is ecstatic to see Jake .

Timing:

EPISODE # 1034-227

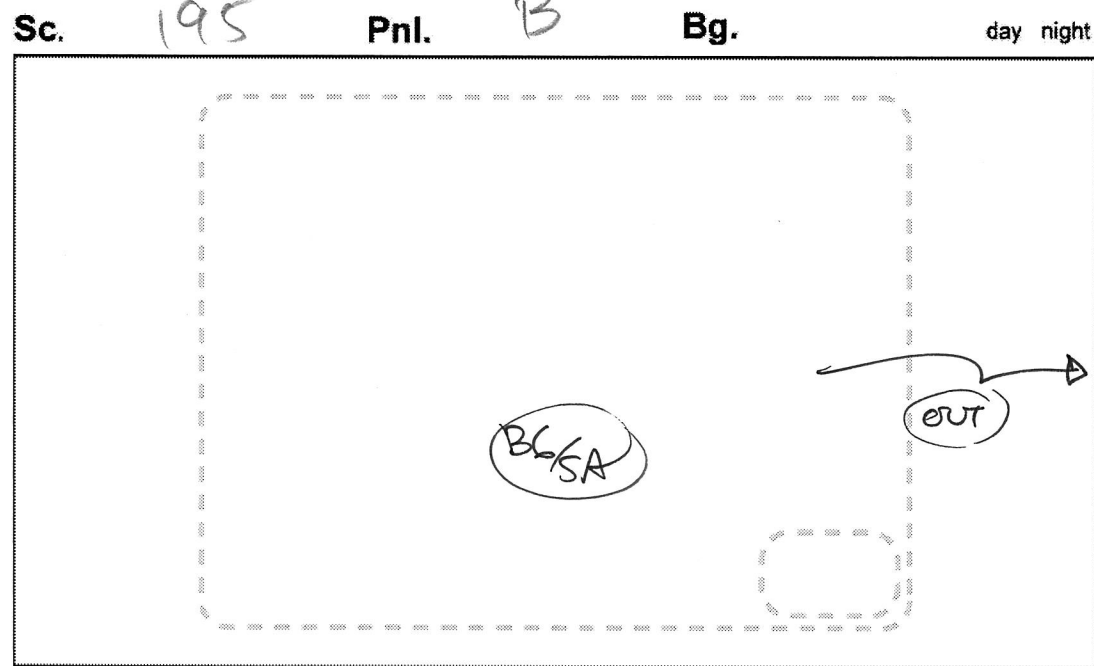
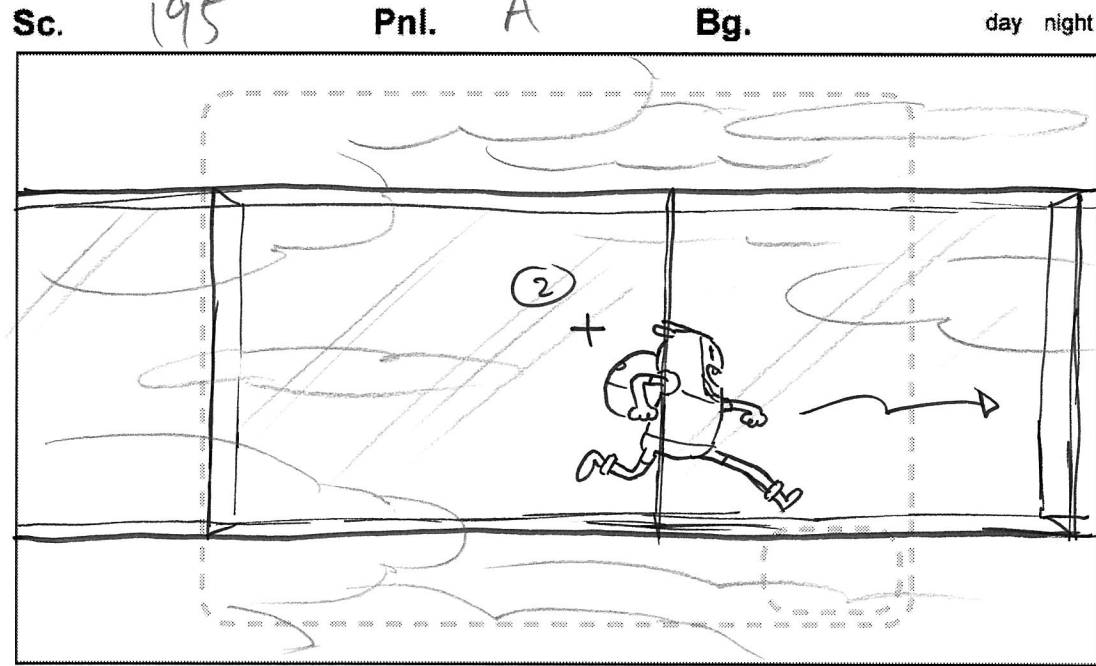
Production :

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ADVENTURE TIME



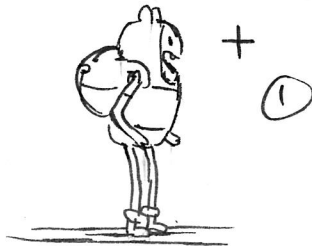
Page 259



Dialog:

🎵 music starts building - propulsive/triumphant
but still poignant...

Action:



- Finn runs offscreen excitedly.

Timing:

EPISODE # 1034-227

Production :

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ADVENTURE TIME



Sc. 196 Pnl. A Bg. day night

Sc. 196 Pnl. B Bg. day night

Dialog:
Action:
Timing:

EPISODE # 1034-227 Production :

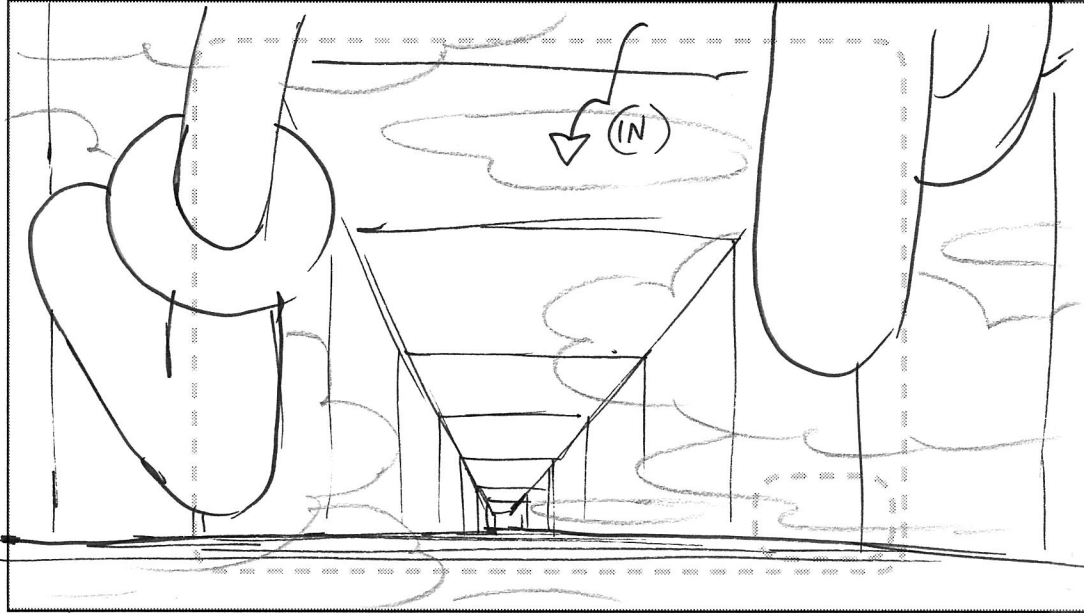
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ADVENTURE TIME

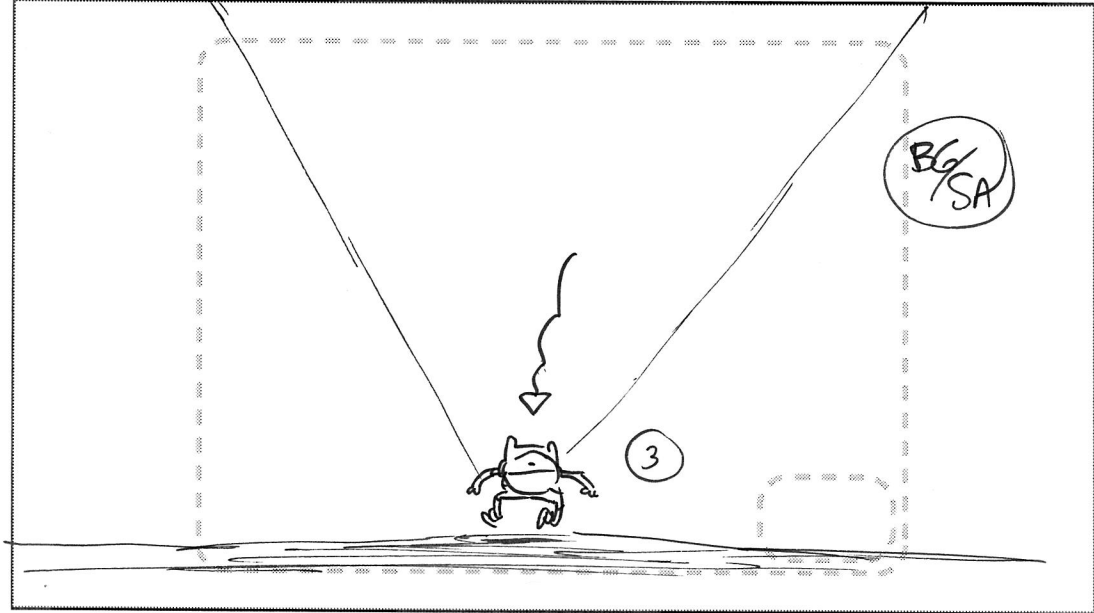


Page 261

Sc. 197 Pnl. A Bg. day night



Sc. 197 Pnl. B Bg. day night



Dialog:

Action:

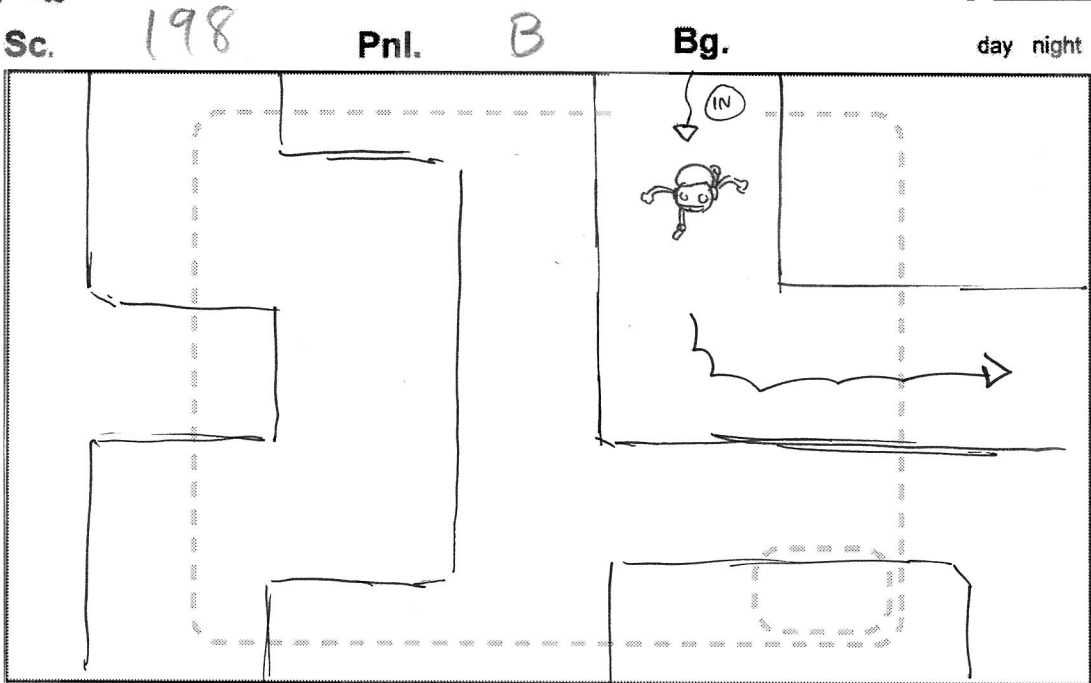
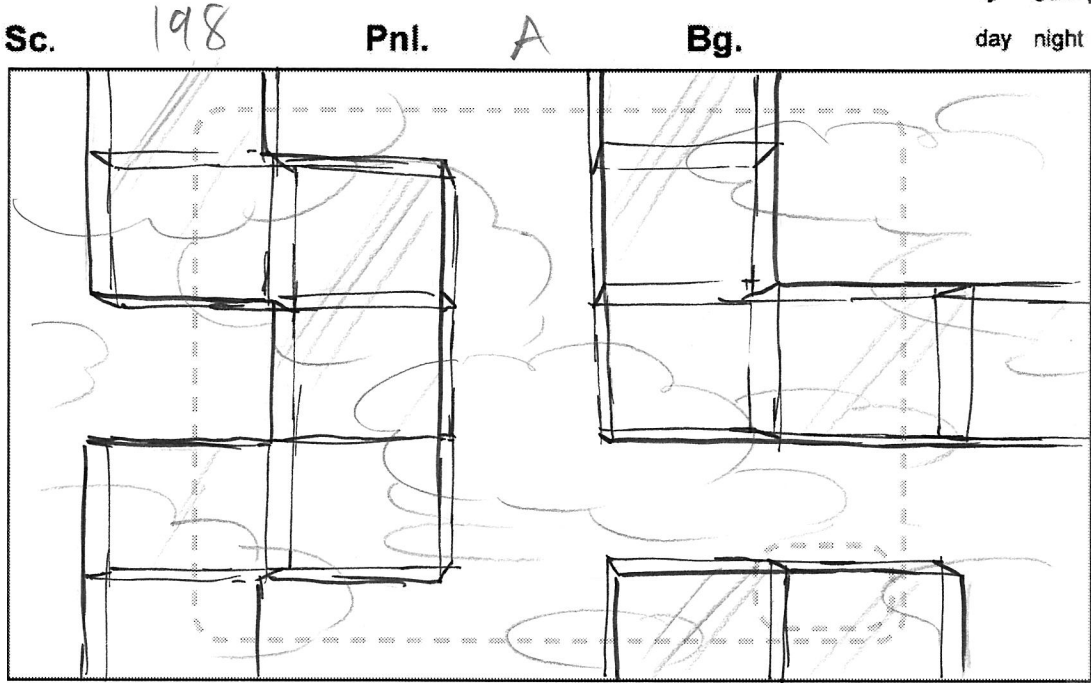
Timing:



EPISODE # 1134-227

Production :

ADVENTURE TIME



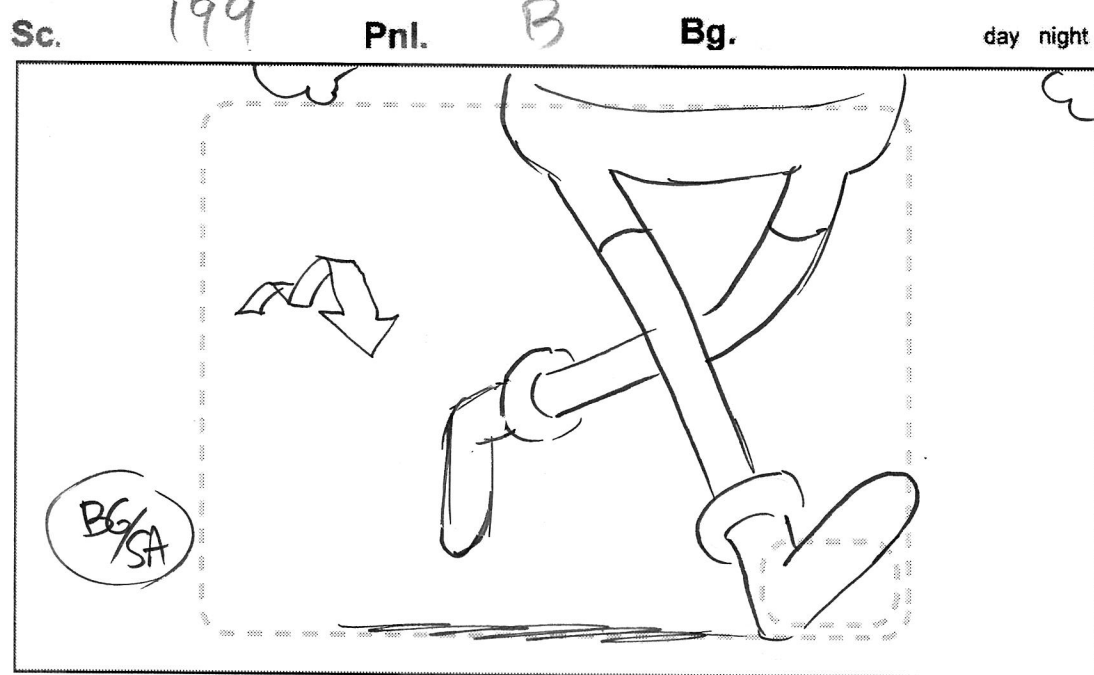
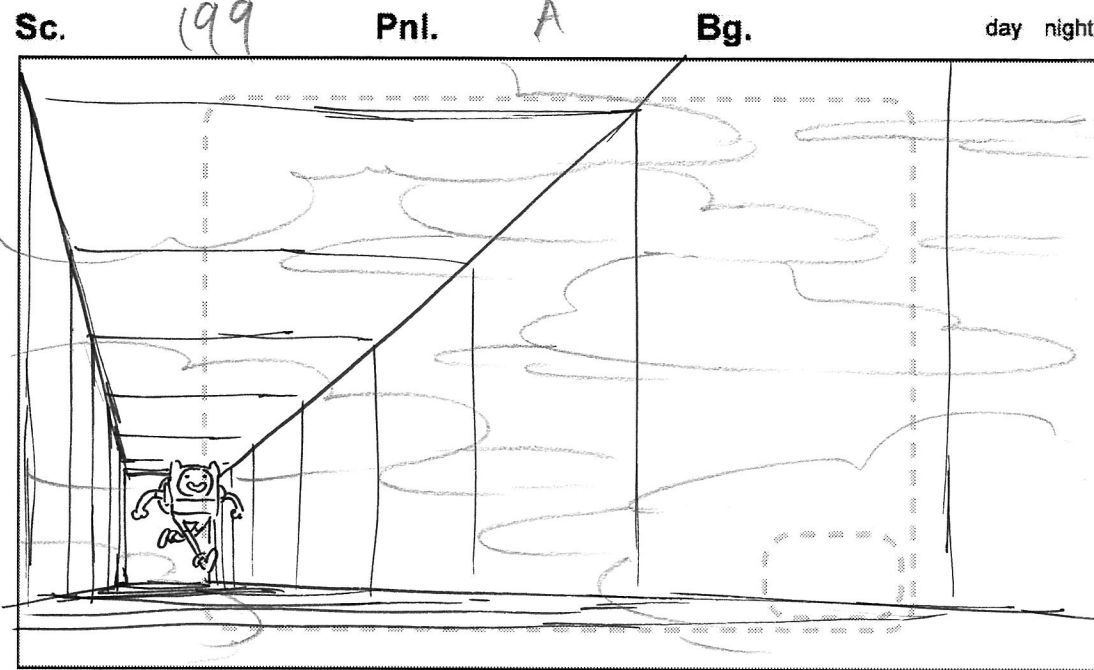
Dialog:	
Action:	
Timing:	

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ADVENTURE TIME



Page 263



Dialog:

Action:

Timing:

1034-227

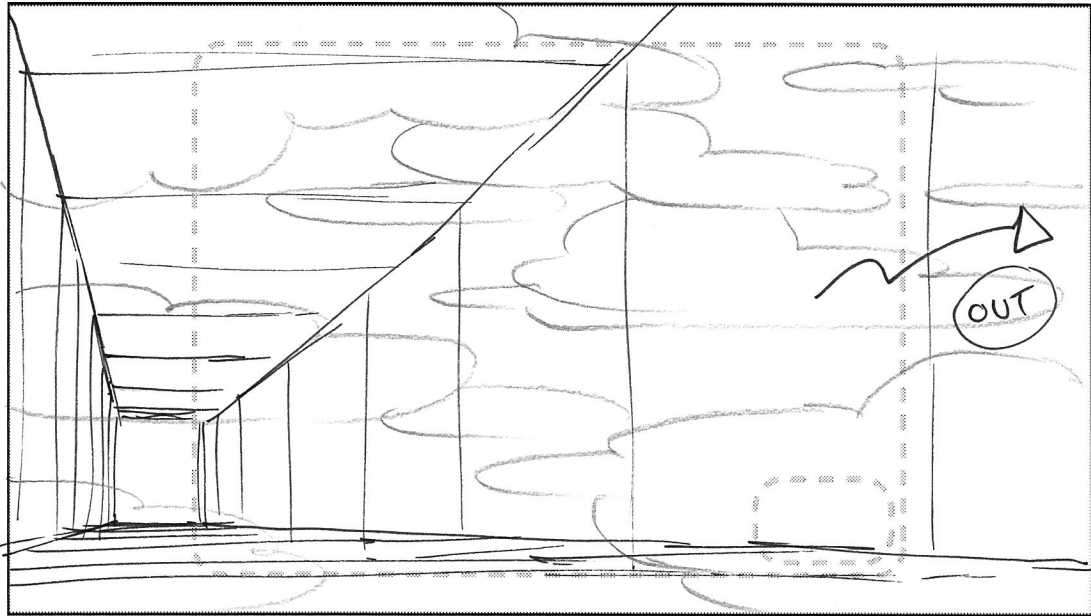
EPISODE #

Production :

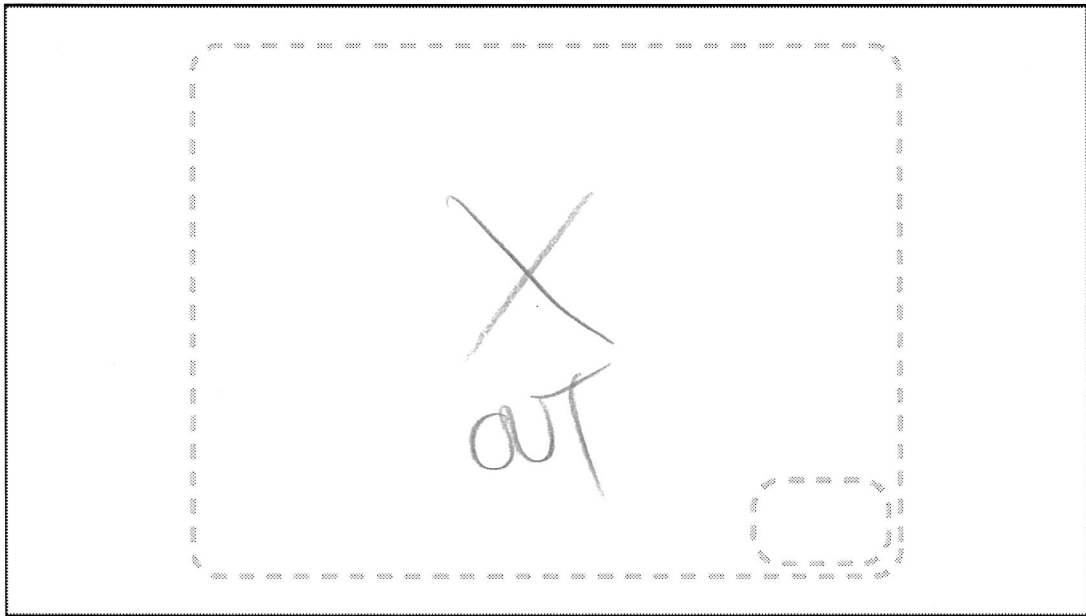
ADVENTURE TIME



Sc. 199 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

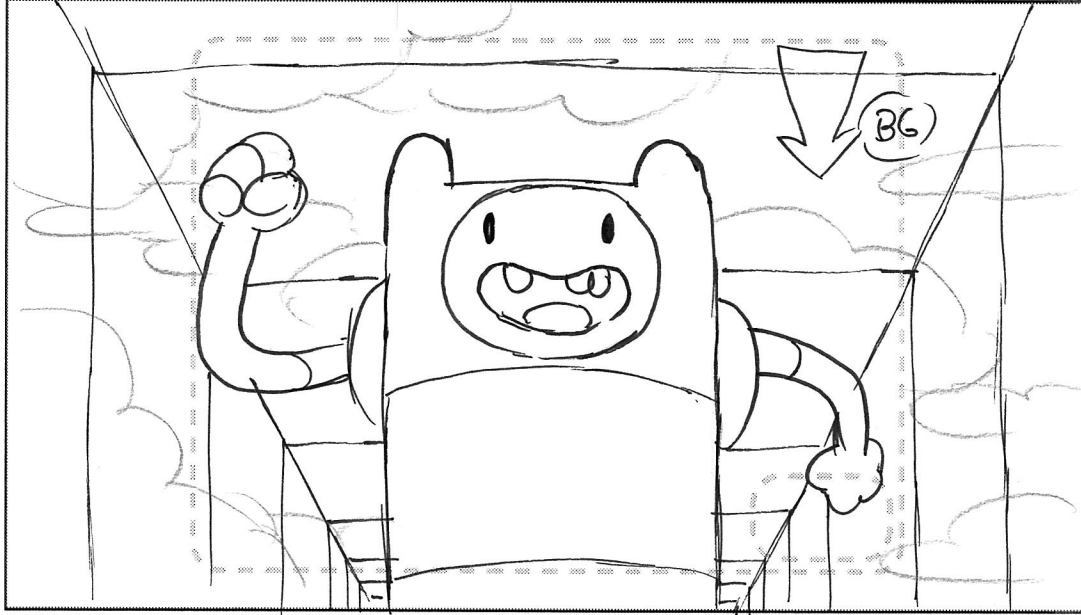
EPISODE # 1034-227
Production :

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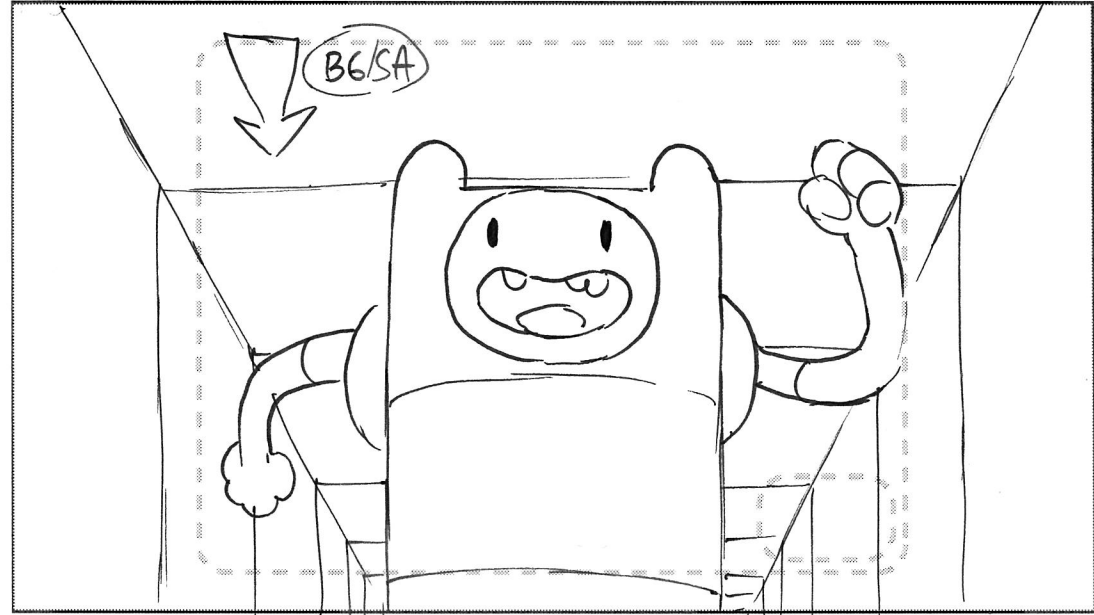
ADVENTURE TIME



Sc. 200 Pnl. A Bg. day night



Sc. 200 Pnl. B Bg. day night



Dialog:
Action:
Timing:

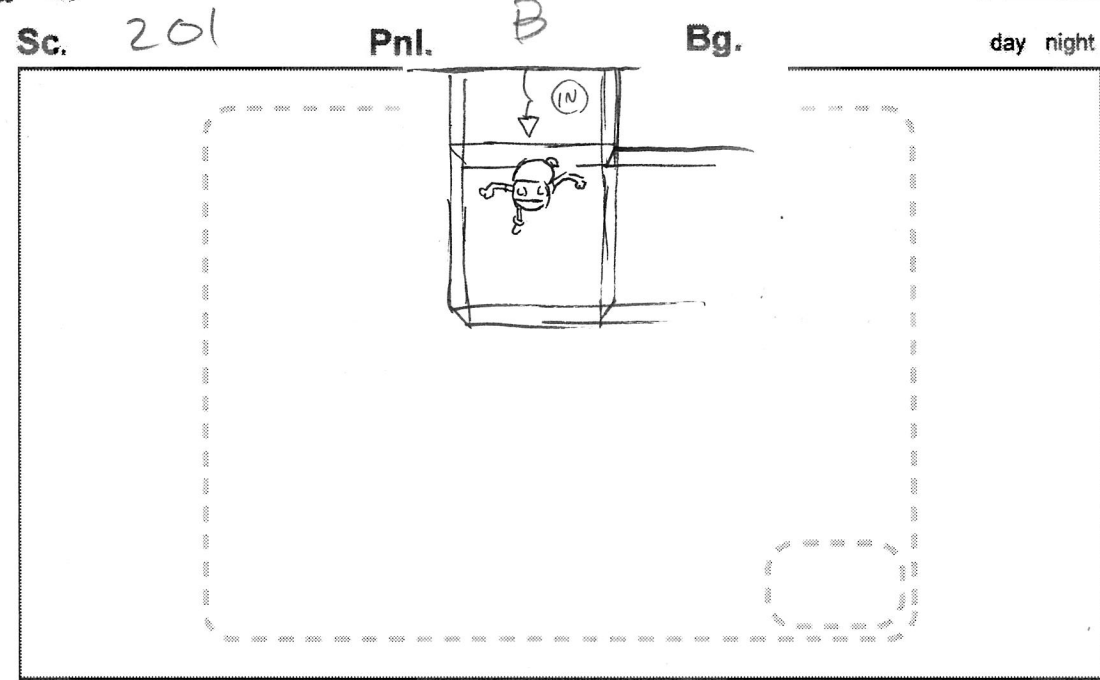
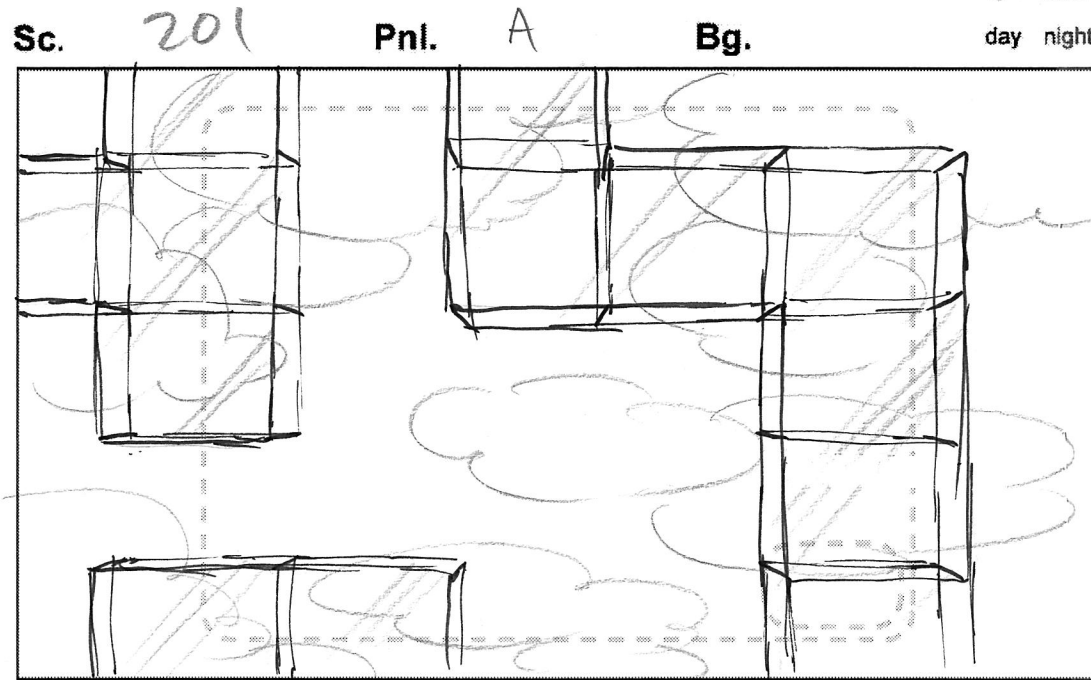
EPISODE # 1034-227

Production :

ADVENTURE TIME



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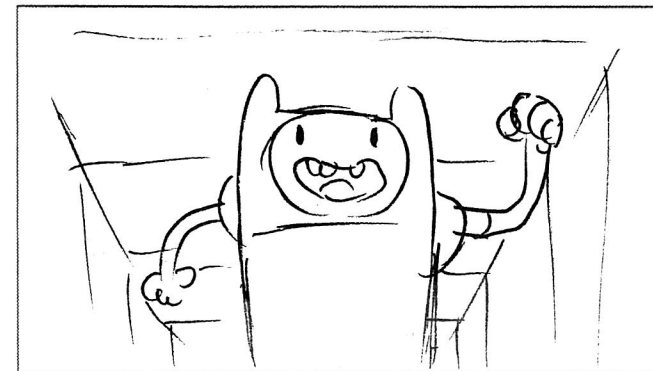
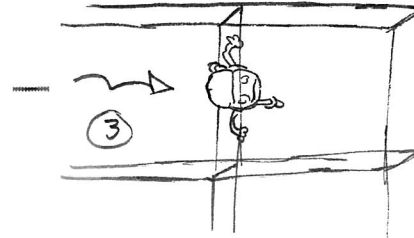
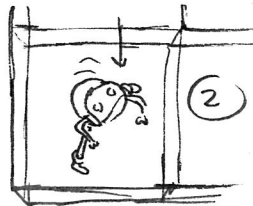
Dialog:

HYNDEN V.O. (childlike awe, but still sorta sultry sounding?) Hurry, Finn, →

🎵 music drops out a bit to allow for spoken word part

COMPONENT PIECE, DOUBLE EXPOSE OVER RUN CYCLE

Action:



EPISODE # 1034-227

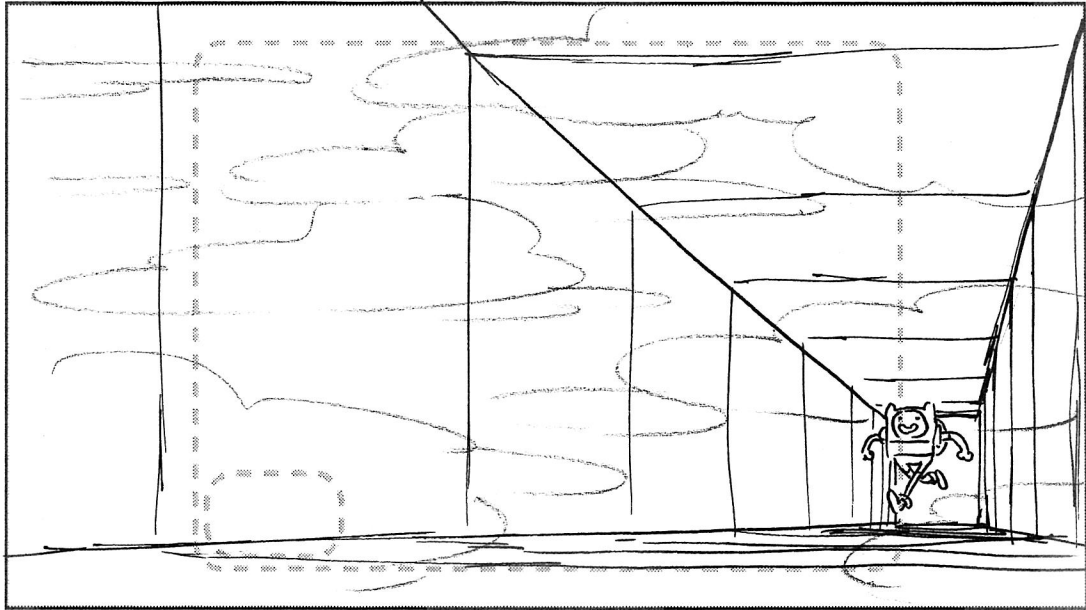
Production :

ADVENTURE TIME

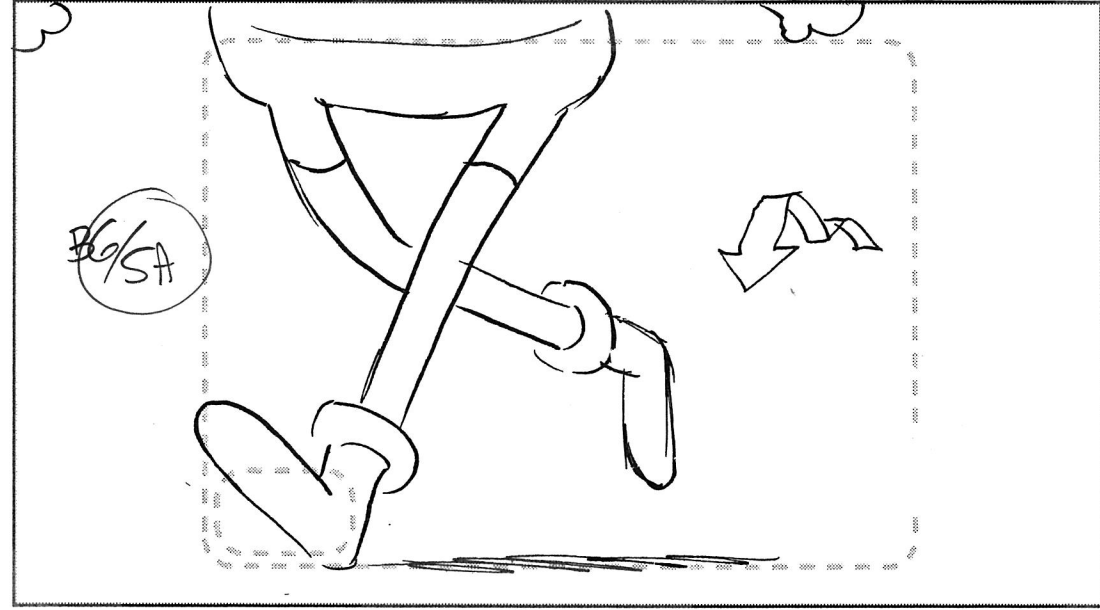


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Sc. 201 Pnl. C Bg. day night



Sc. 201 Pnl. D Bg. day night



Dialog:

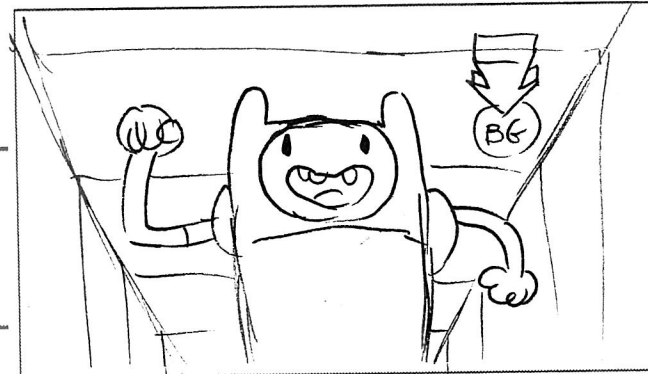
HYNDEN (VO) → because... at the seashell's center, →

Action:

↑ I'm aiming for this to be integrated into the propulsive, triumphant, poignant soundtrack, like an M83 song. I put a couple with this sort of spoken-word part in the Ep. folder on the server. The parts start at 2:00 in "Reunion", the beginning of "Intro", and about 2:10 of "OK Pal".

Timing:

COMPONENT PIECE / DOUBLE EXPOSE OVER RUN CYCLE



EPISODE # 1054-227

Production :

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ADVENTURE TIME



Sc. 201 Pnl. E Bg. day night

Sc. 201 Pnl. F Bg. day night

Dialog: HYNDEN (VO): → lies... the cornucopia's smallest door...

Action:

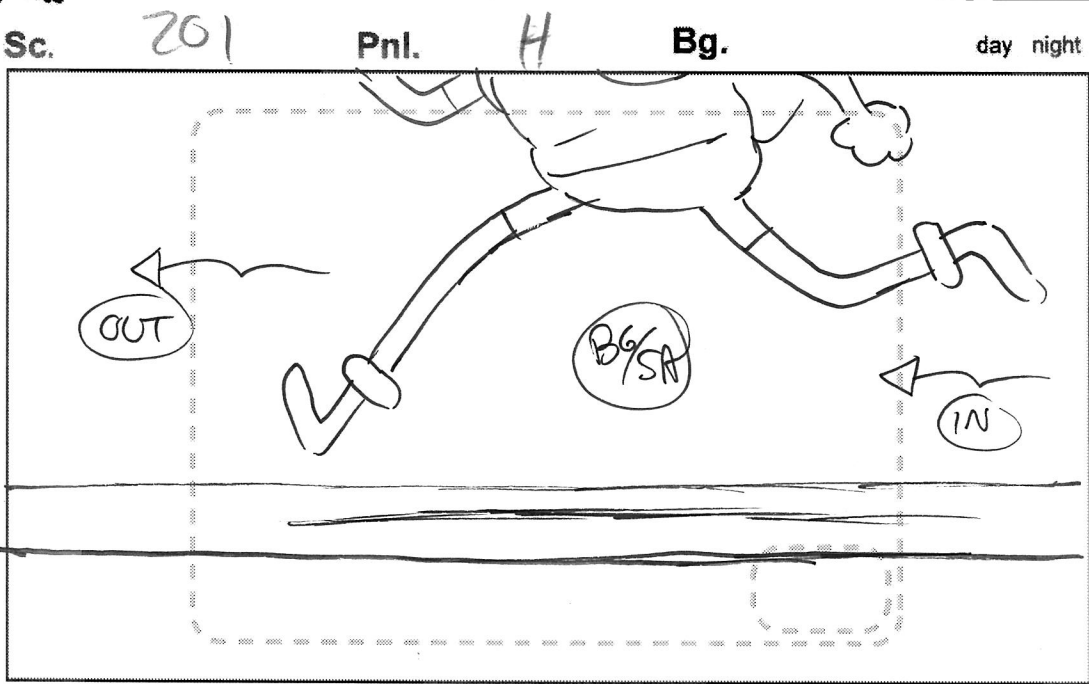
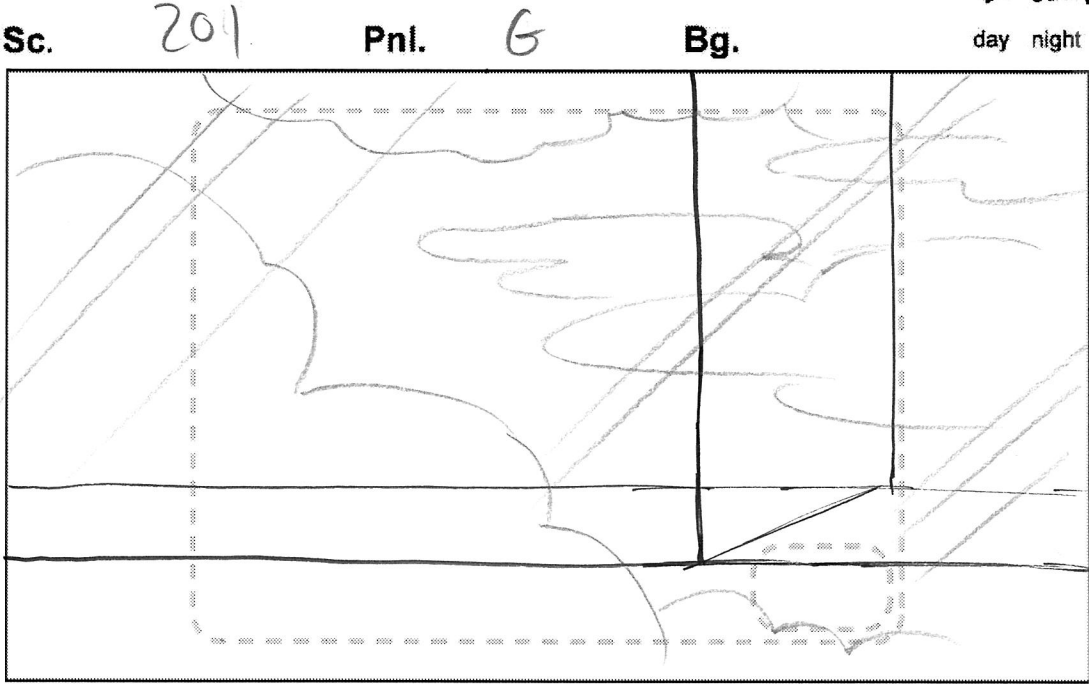
Timing:

COMPONENT PIECE - DOUBLE EXPOSE OVER RUN CYCLE →

EPISODE # 1034-227

Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

COMPONENT PIECE - DOUBLE EXPOSE OVER RUN CYCLE

EPISODE # 1034-227

Production :

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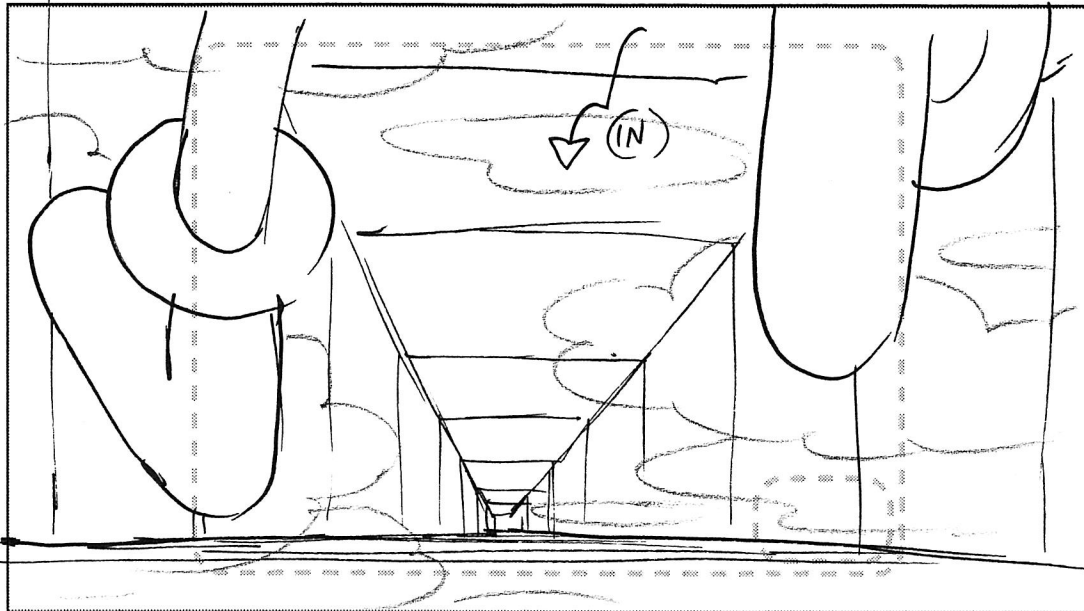
ADVENTURE TIME



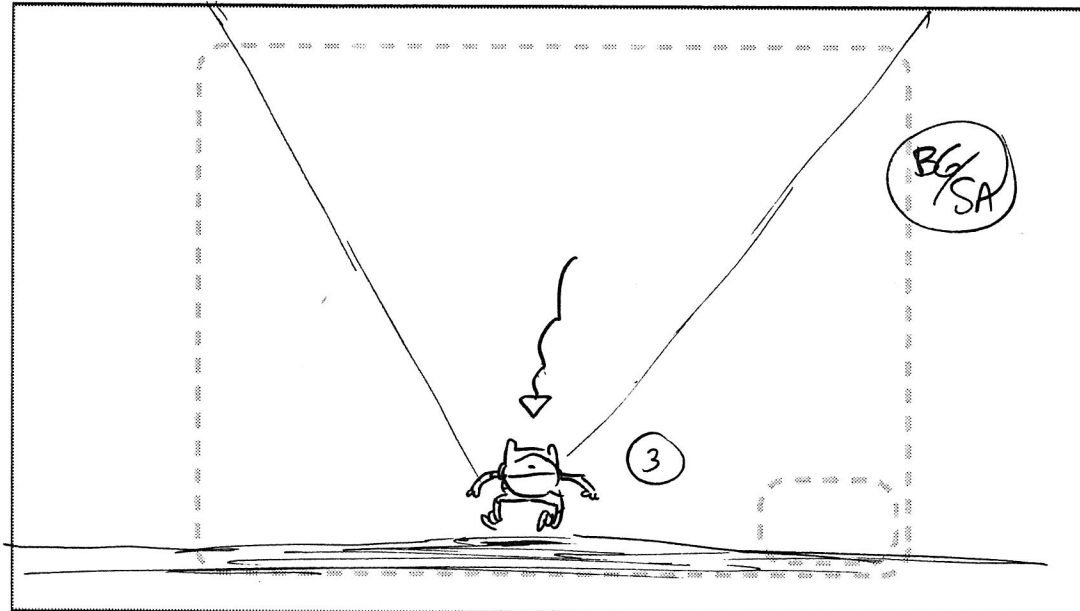
Page _____

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Sc. 201 Pnl. I Bg. day night



Sc. 201 Pnl. J Bg. day night



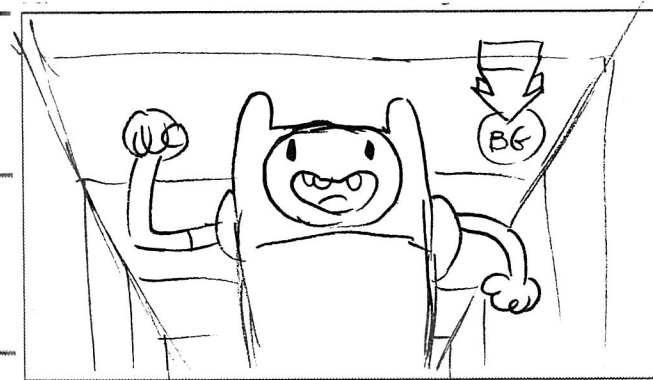
Dialog:

Action:

Timing:



COMPONENT PIECE -
DOUBLE EXPOSE OVER
RUN CYCLE →



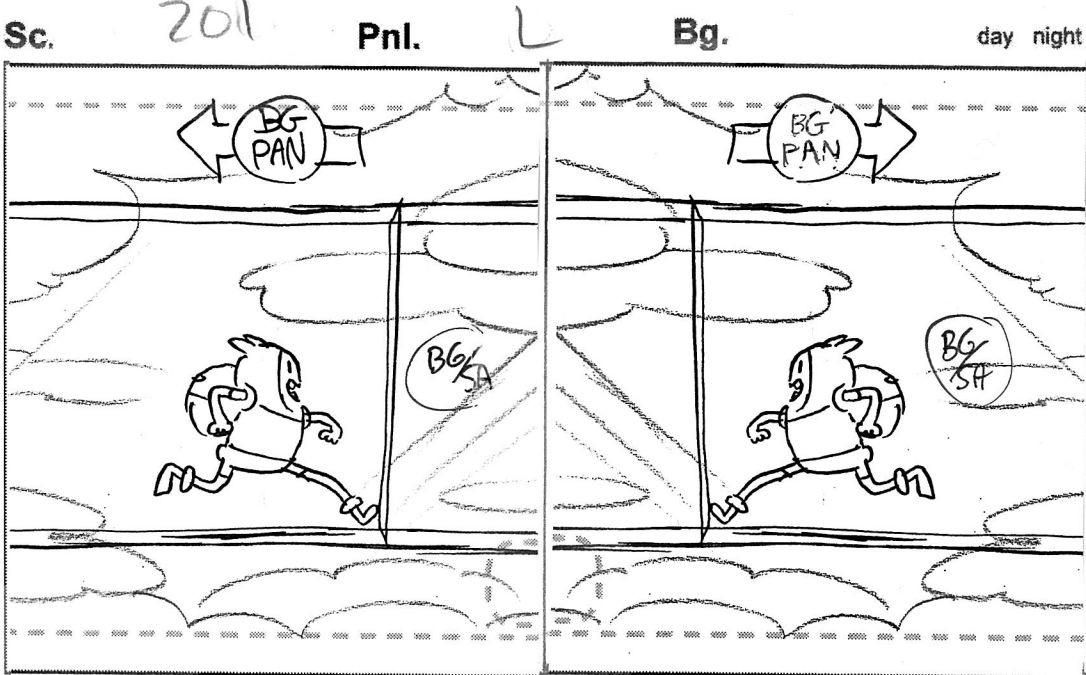
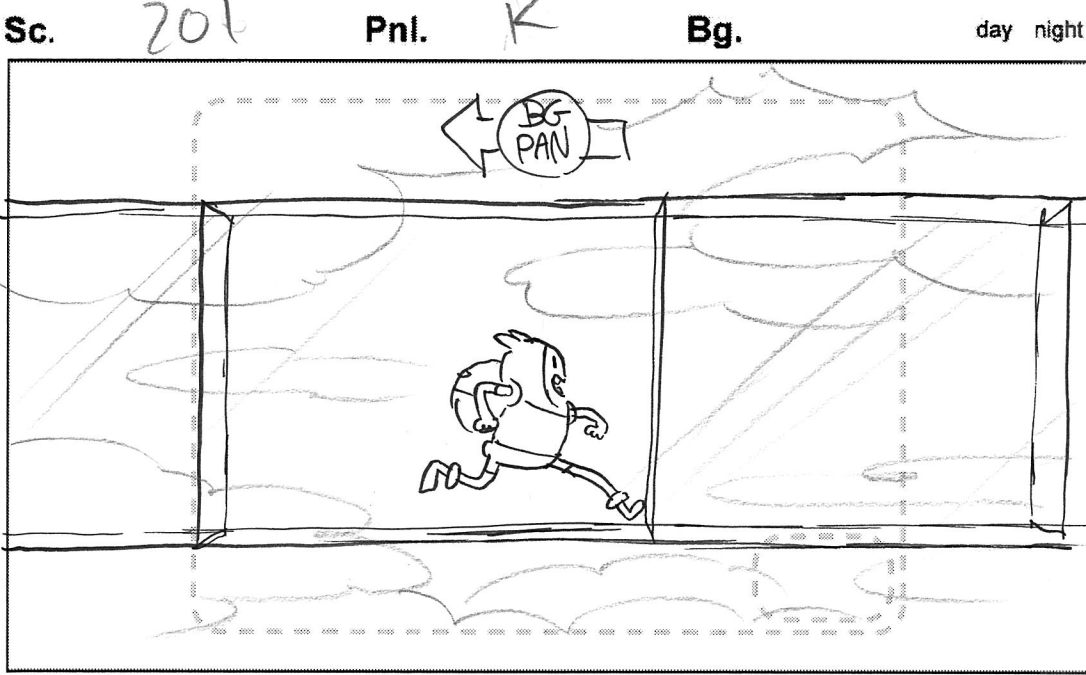
1034-227

EPISODE #

Production :

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ADVENTURE TIME



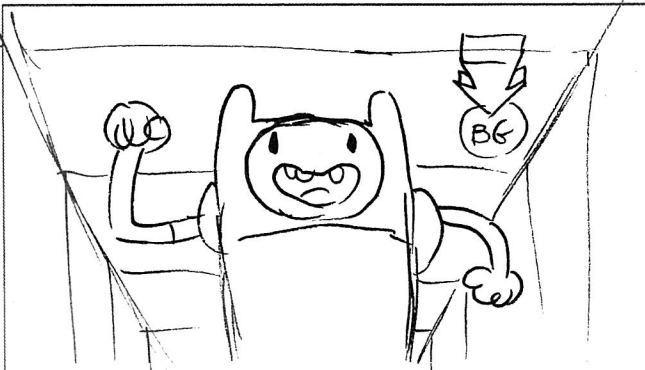
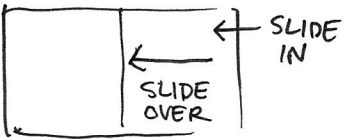
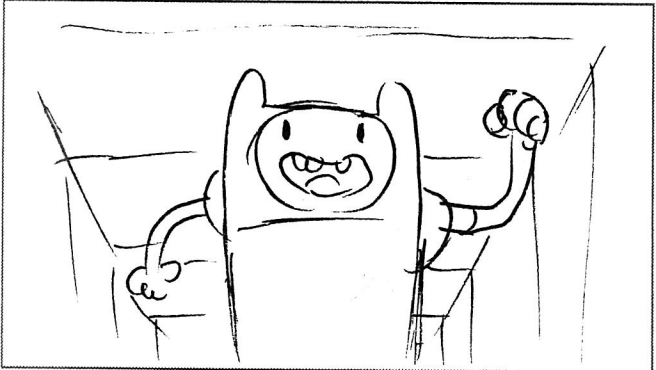
Dialog:

COMPONENT
PIECE - DOUBLE
EXPOSE OVER RUN
CYCLE ↘

Action:

COMPONENT PIECE -
DOUBLE EXPOSE OVER
RUN CYCLE ↘

Timing:



EPISODE #
1034-227

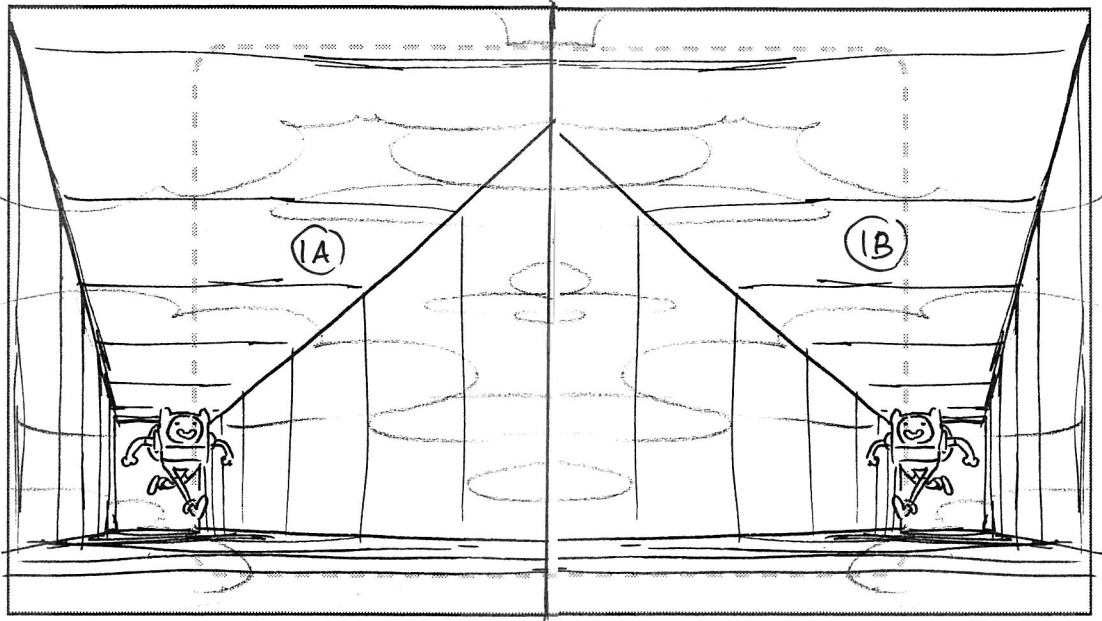
Production :

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ADVENTURE TIME



Sc. 201 Pnl. M Bg. day night

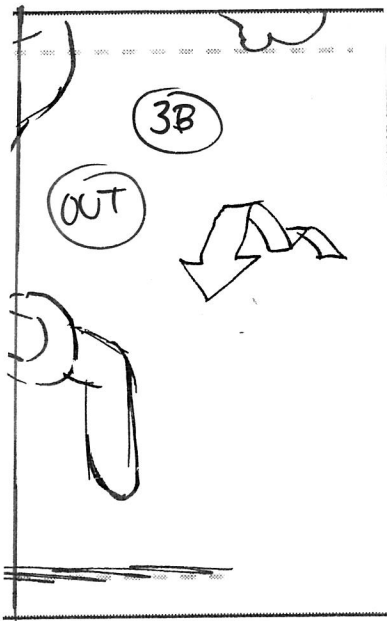
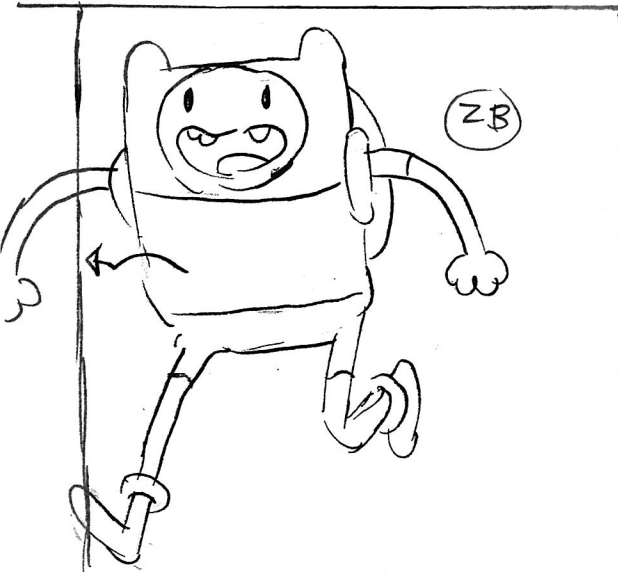
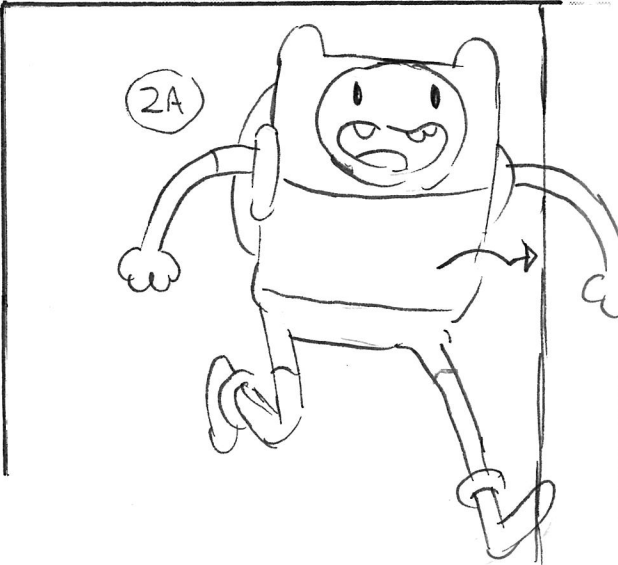


Dialog:

COMPONENT PIECE - TRIPLE EXPOSE
OVER THESE TWO CYCLES ↴

Ac

Tir



EPISODE # 1034-227

Production :

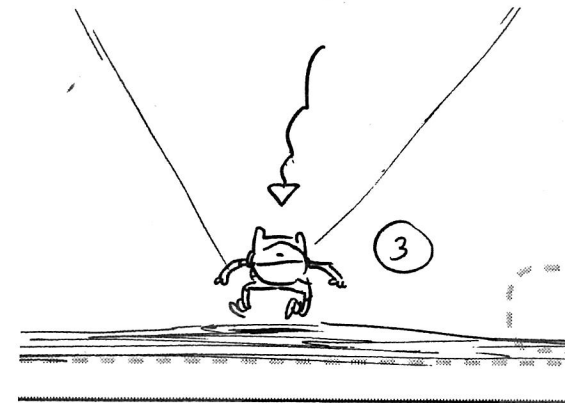
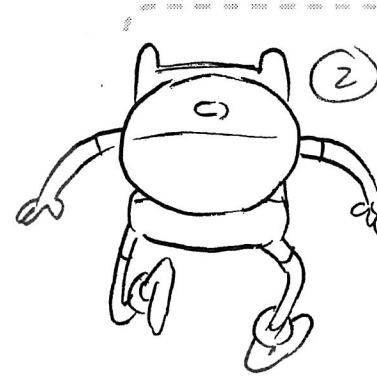
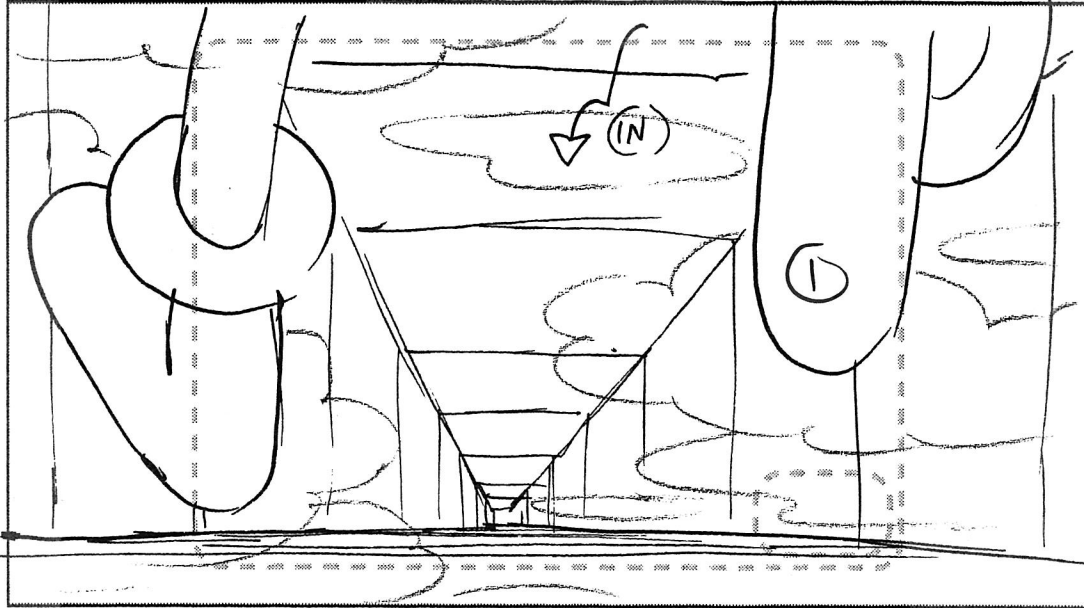
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ADVENTURE TIME



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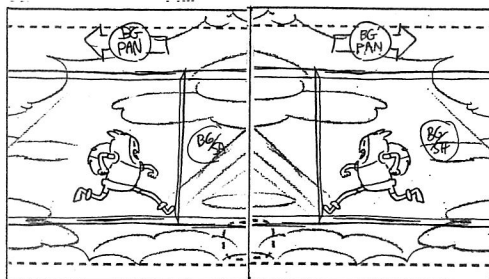
Sc. 201 Pnl. N Bg. day night



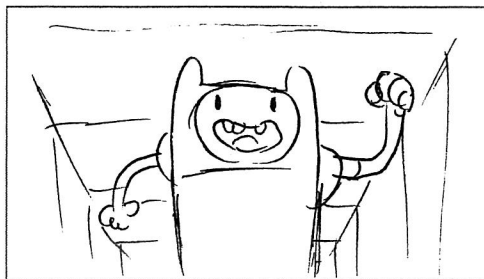
Dialog:

COMPONENT PIECE -
TRIPLE EXPOSE OVER THESE
TWO CYCLES ↓

Action:



Timing:



Production :

EPISODE #

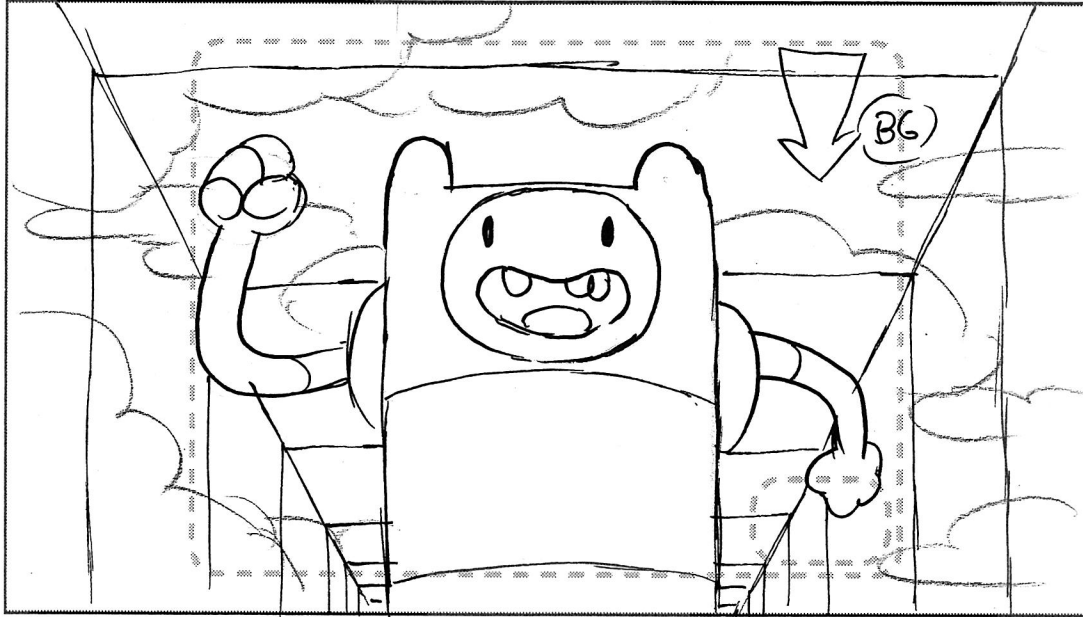
1034-227

ADVENTURE TIME

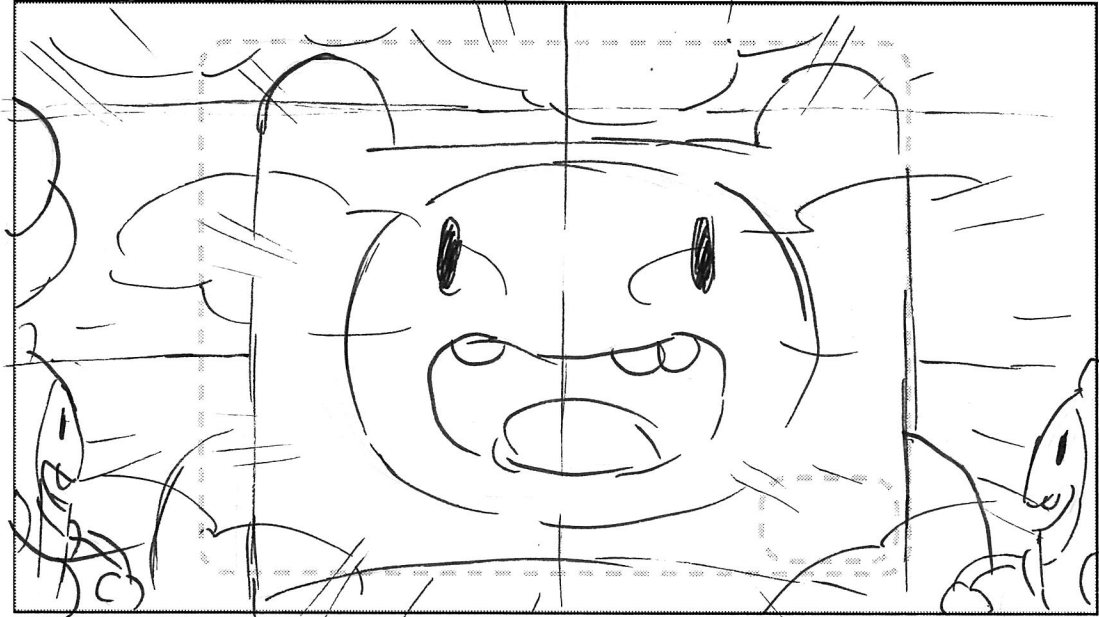


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Sc. 201 Pnl. 0 Bg. day night



Sc. 201 Pnl. P Bg. day night

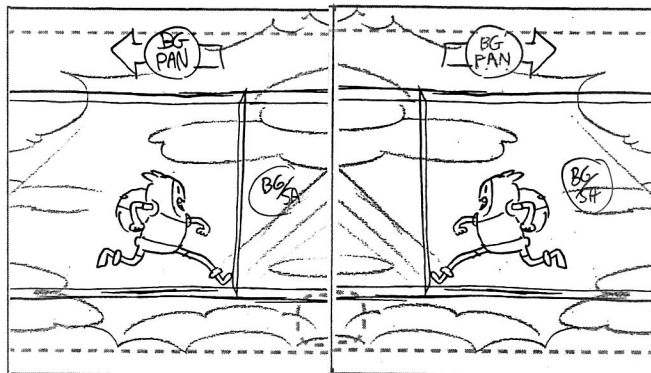


Dialog:

COMPONENT PIECE -
DOUBLE EXPOSE W/ RUN CYCLES

}}} SCREEN SHAKE }}}
STARTS

Action:



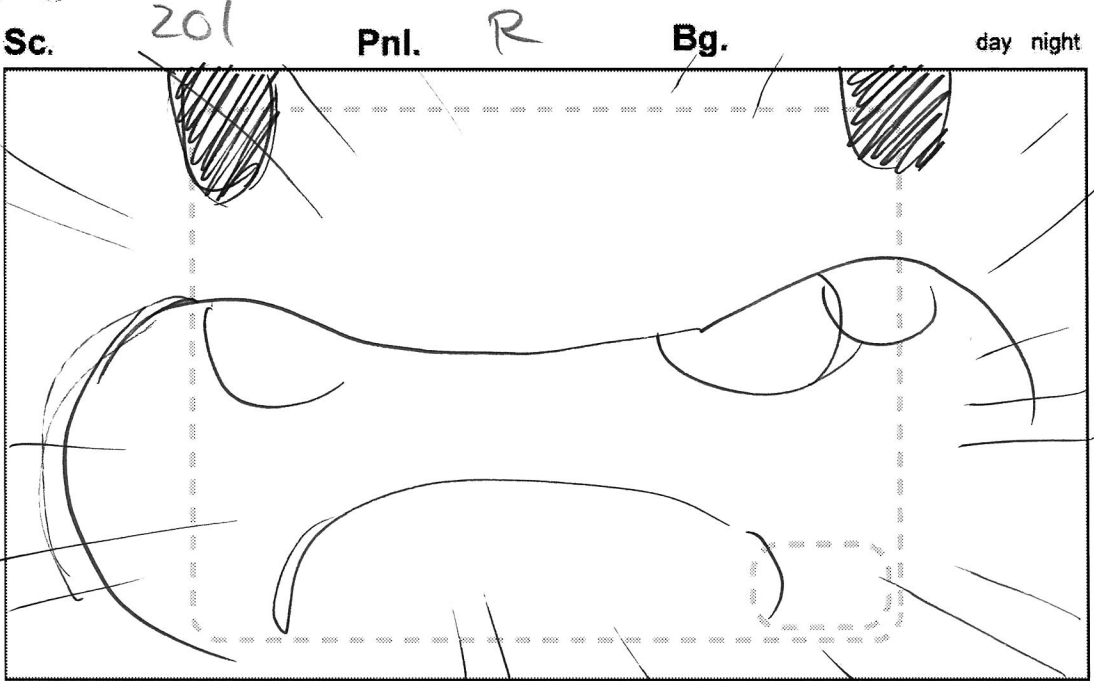
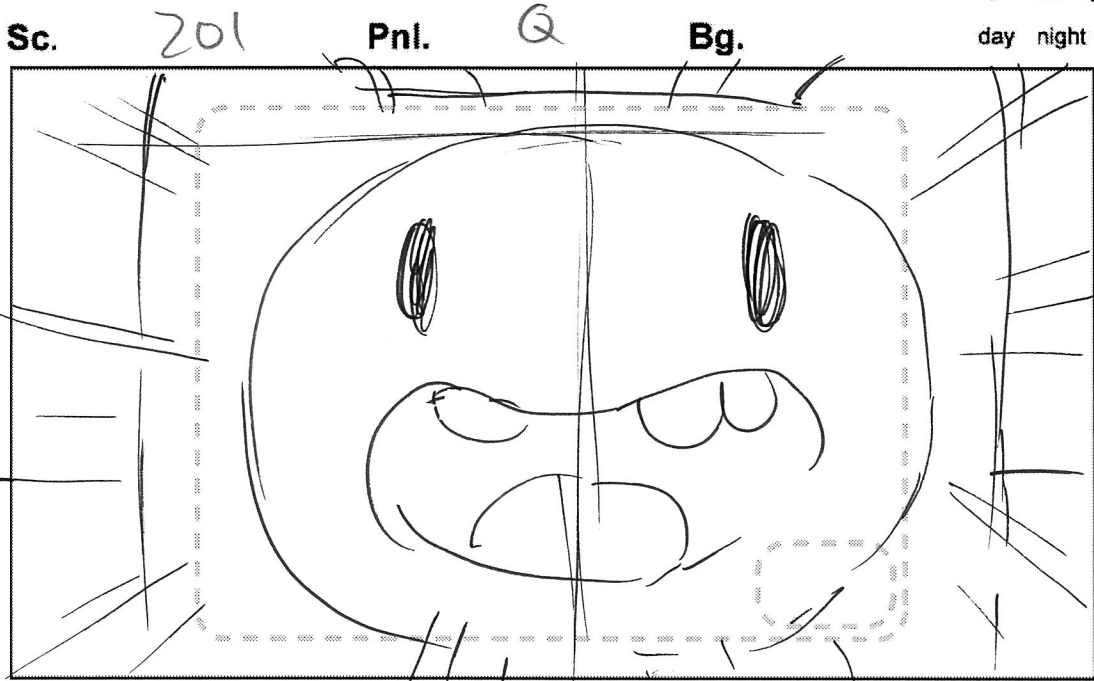
Timing:

(continuous truck into next panel)
- screen begins shaking
- color burn, saturation, brightness intensify toward
whiteness

EPISODE # 1034-227

Production :

ADVENTURE TIME



Dialog:

- SLOW TRUCK IN CONTINUES

Action:

- screen shake intensifies —————→

- color burn/sat./brightness intensify toward whiteness —————→

Timing:

EPISODE # 1034-227

Production :

ADVENTURE TIME



Sc. 261 Pnl. S Bg. day night

WHITE

Sc. Pnl. Bg. day night

OUT

Dialog:

Action:

Timing:

EPISODE # 1034-227

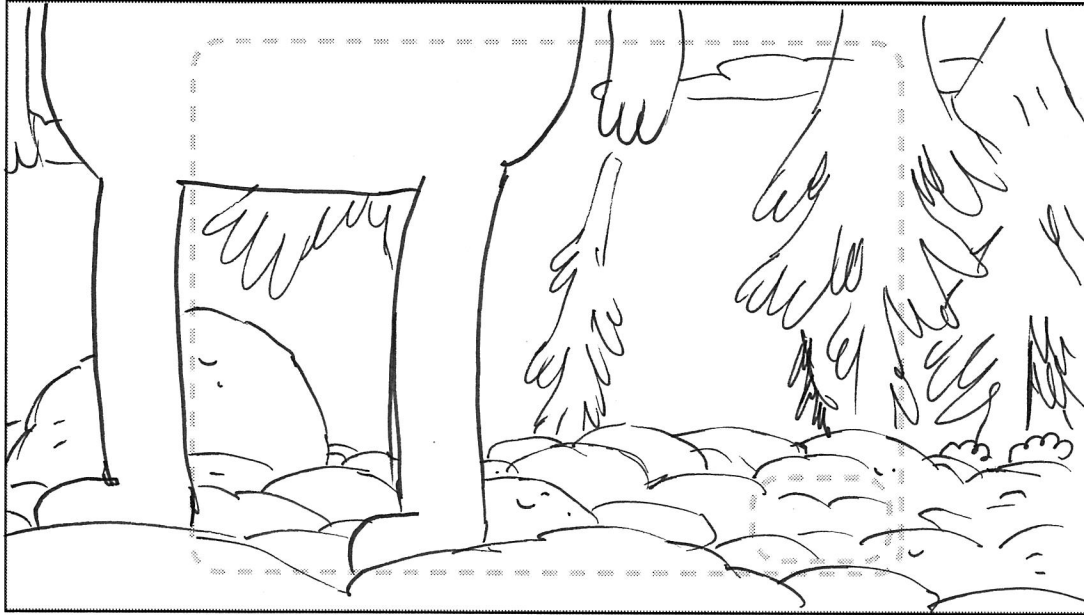
Production :

ADVENTURE TIME

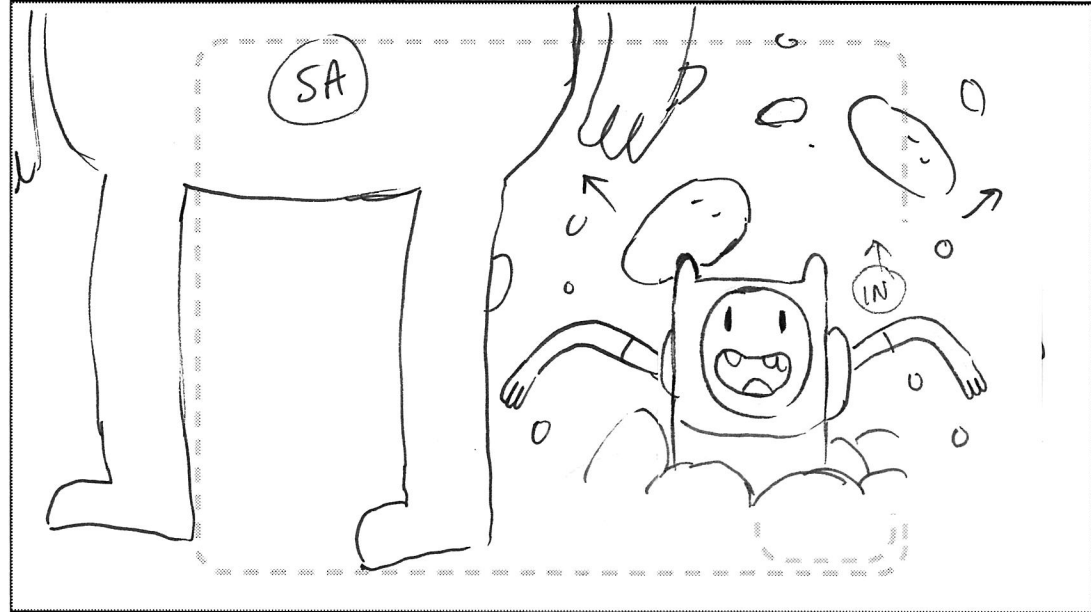


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Sc. 202 Pnl. A Bg. day night



Sc. 202 Pnl. B Bg. day night



Dialog:

- Finn

Action:

-Finn blast out of rock pile

Timing:

EPISODE # 1034-227

Production :

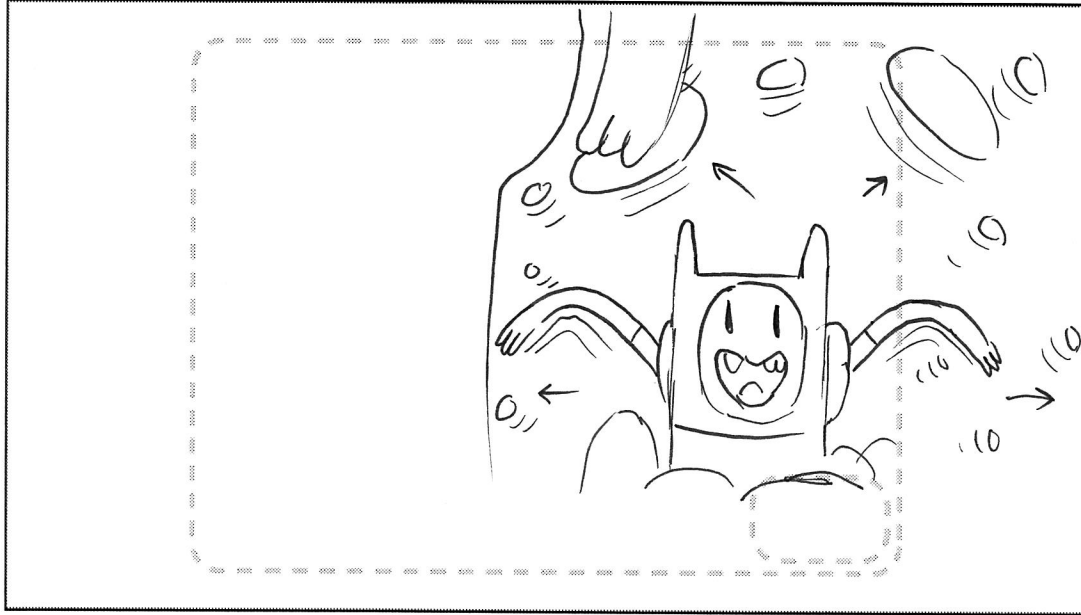
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ADVENTURE TIME

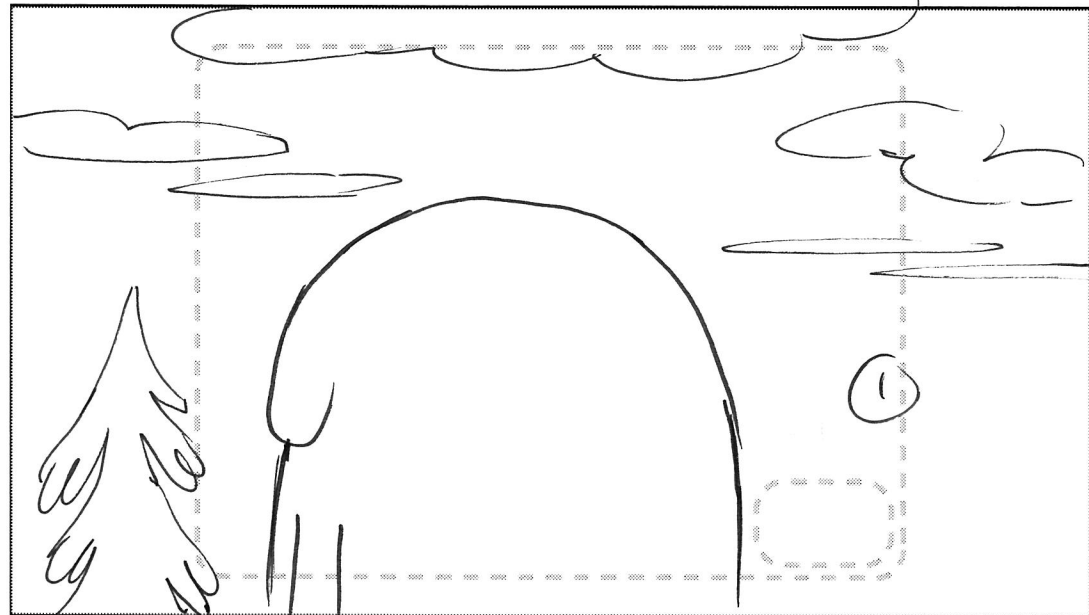


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Sc. 202 Pnl. C Bg. day night



Sc. 203 Pnl. A Bg. day night



Dialog:

SLO-MO

SLO-MO?

Action: - Action eases into slow-motion

Timing:

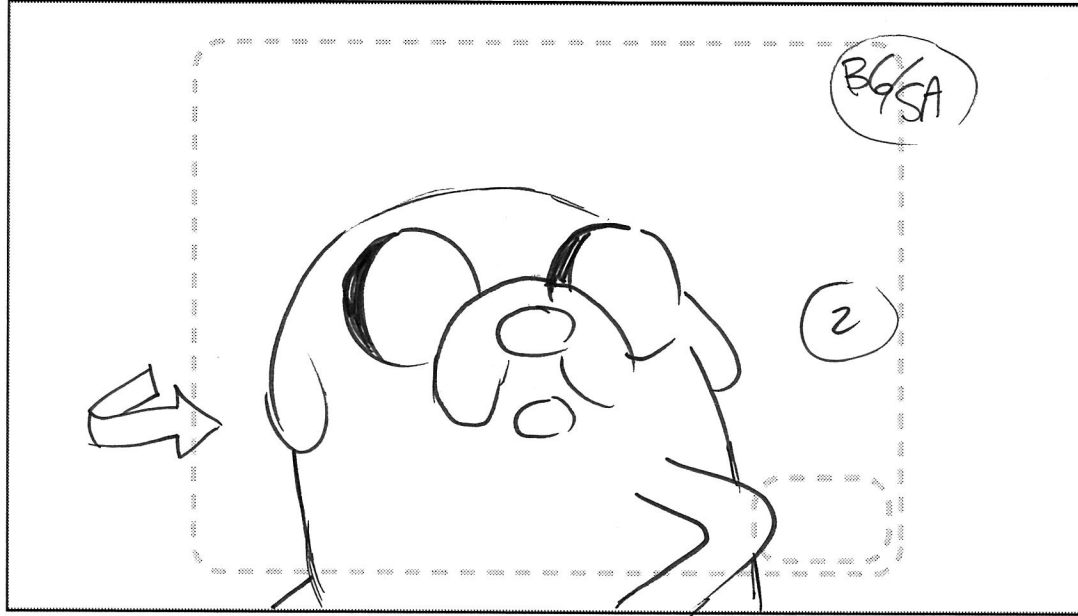
EPISODE # 1034-227

Production :

ADVENTURE TIME

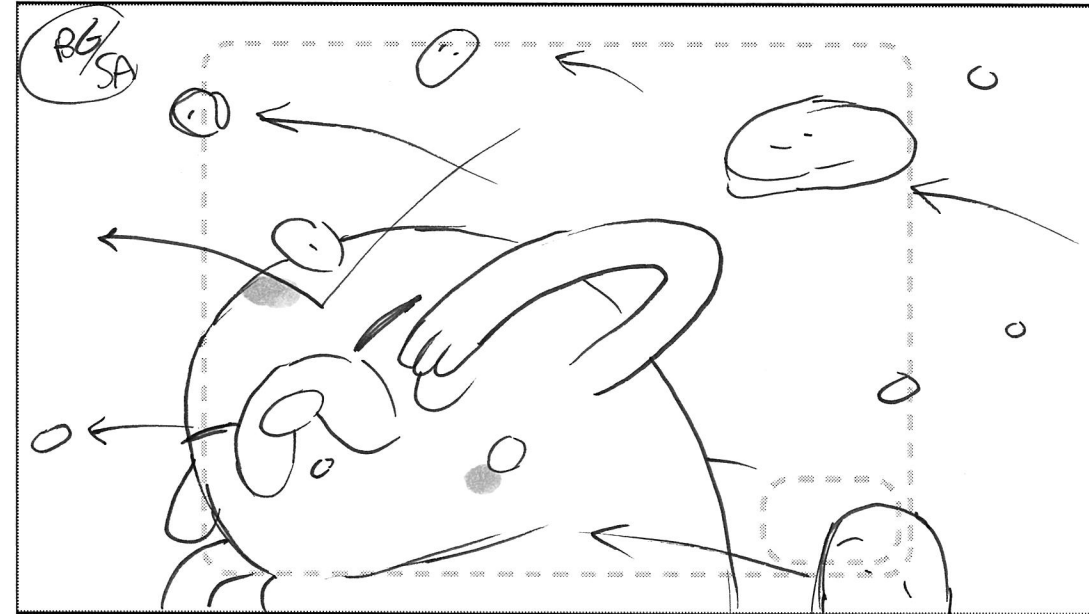
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Sc. 203 Pnl. B Bg. day night



day night

Sc. 203 Pnl. C Bg. day night



day night

Dialog:

SLO-mo?

REG-MO

Action:**Timing:**

EPISODE

1054-227

Production :

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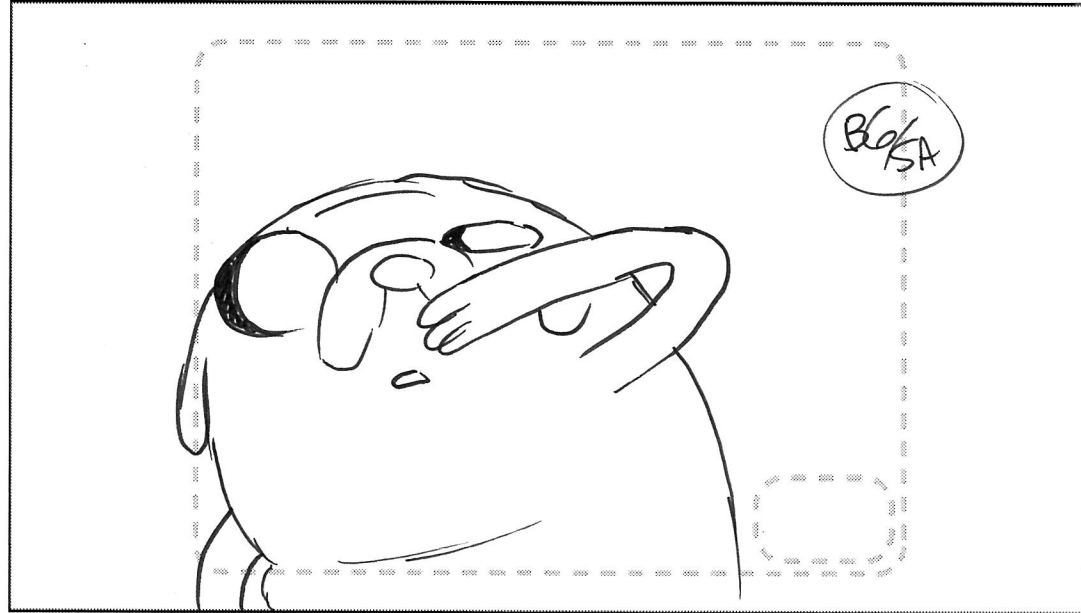
ADVENTURE TIME



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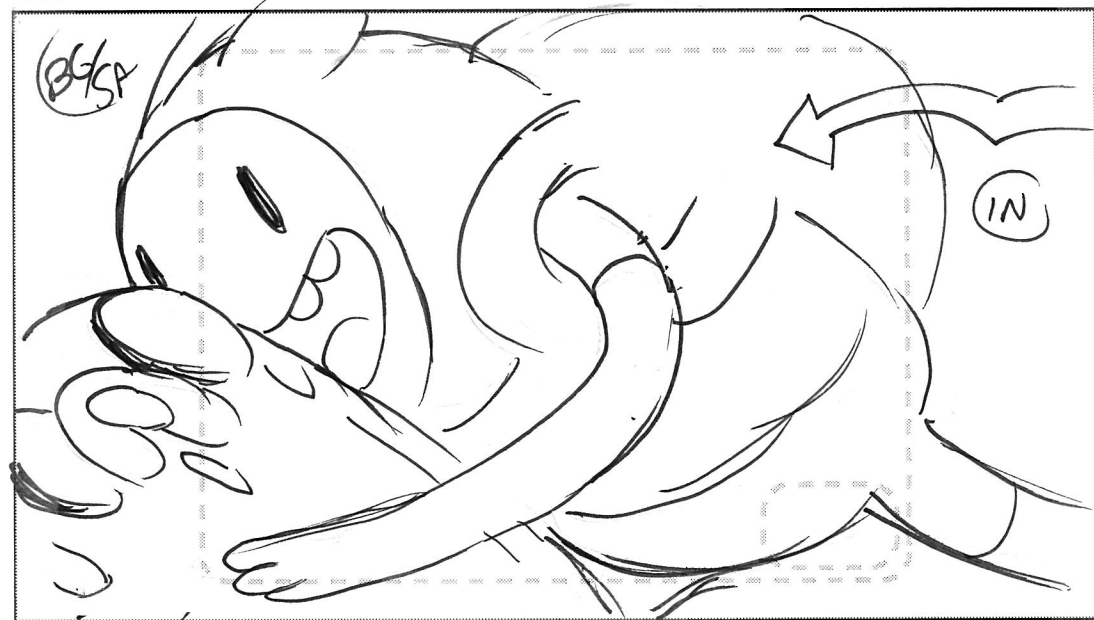
Sc. 203 Pnl. D Bg.

day night



Sc. 203 Pnl. E Bg.

day night



Dialog:

JAKE

W H A O O A A →

Action:

- Finn leaps into frame grabbing & spinning Jake.

Timing:

EPISODE #
1034-227

Production :

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ADVENTURE TIME



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Sc.

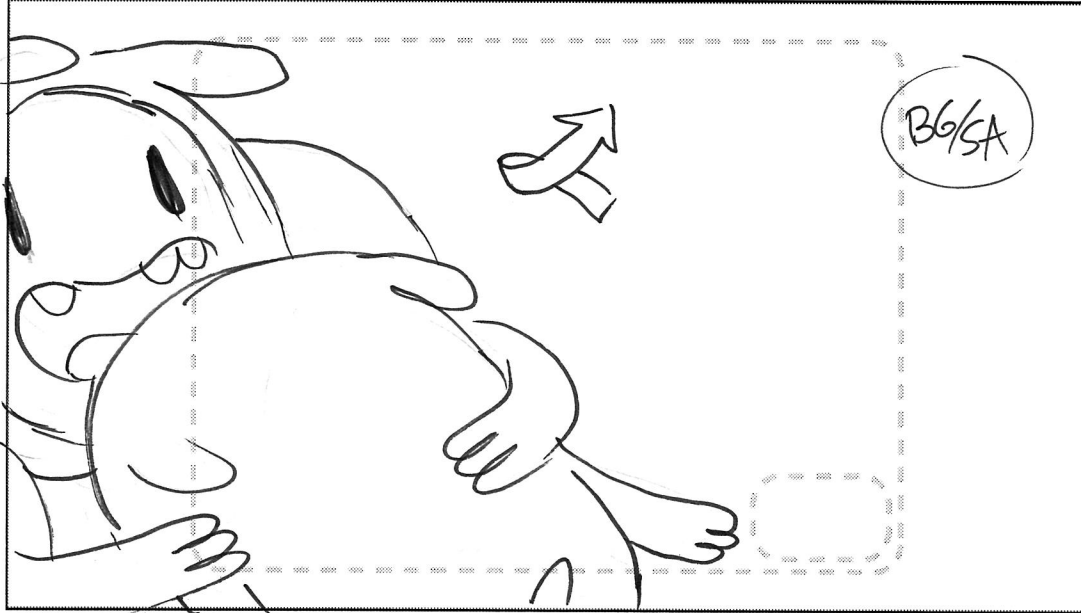
203

Pnl.

F

Bg.

day night



Sc.

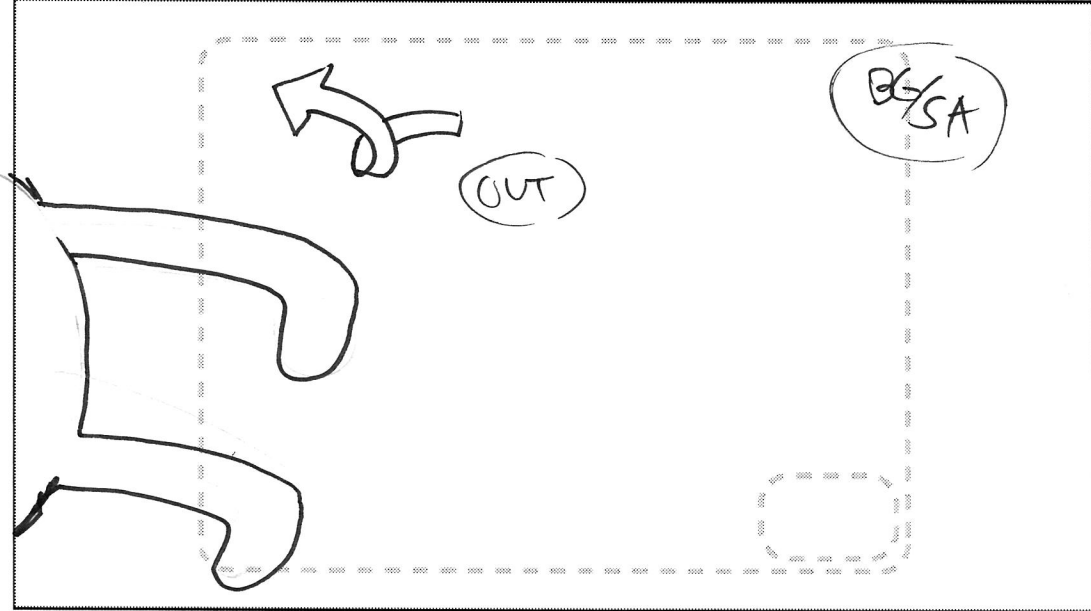
203

Pnl.

G

Bg.

day night



Dialog:

(J:) → H H O O A A A A A A A

Action:

- Finn spins Jake offscreen.

Timing:

EPISODE #

1034-227

Production :

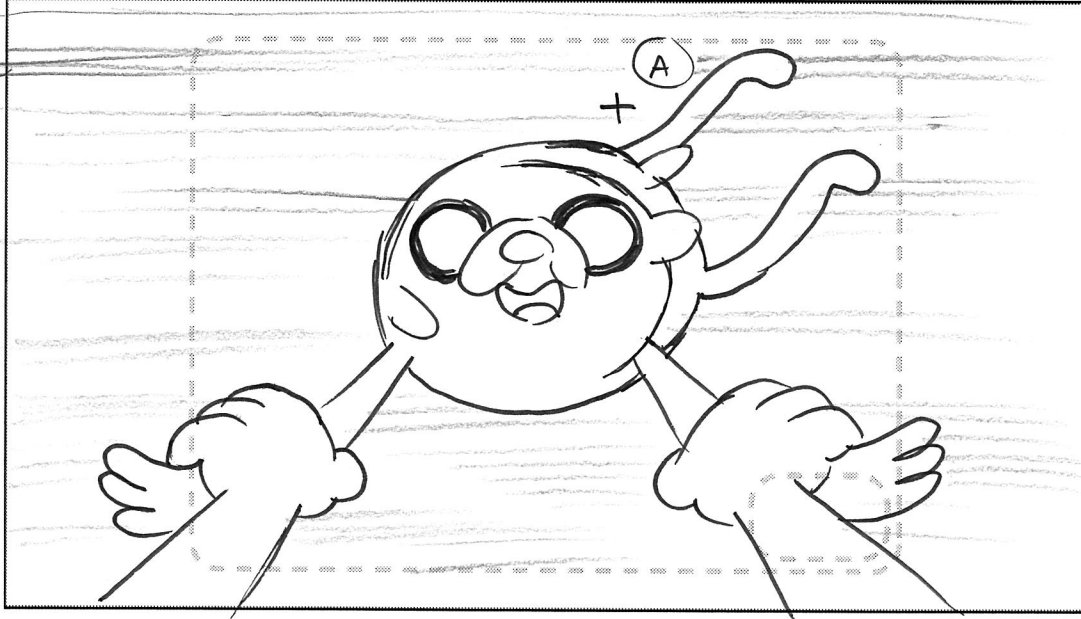
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ADVENTURE TIME

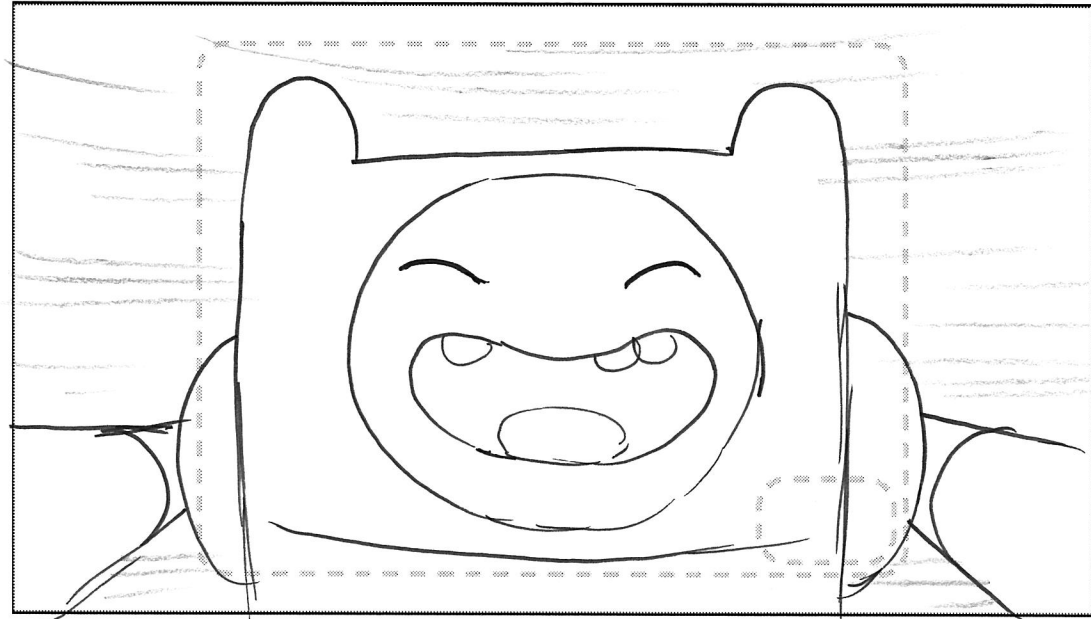


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Sc. 204 Pnl. A Bg. day night



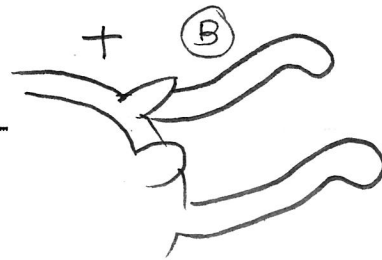
Sc. 205 Pnl. A Bg. day night



Dialog: (J:) *Haha* whoa - that musta
been some cave!

(FINN) *Laughing* →

Action: Jake's legs sway
(A)(B)(A)(B)



Timing:

(F:)(cont.) → * AHAHAHAHA!! *

1134-227

EPISODE #

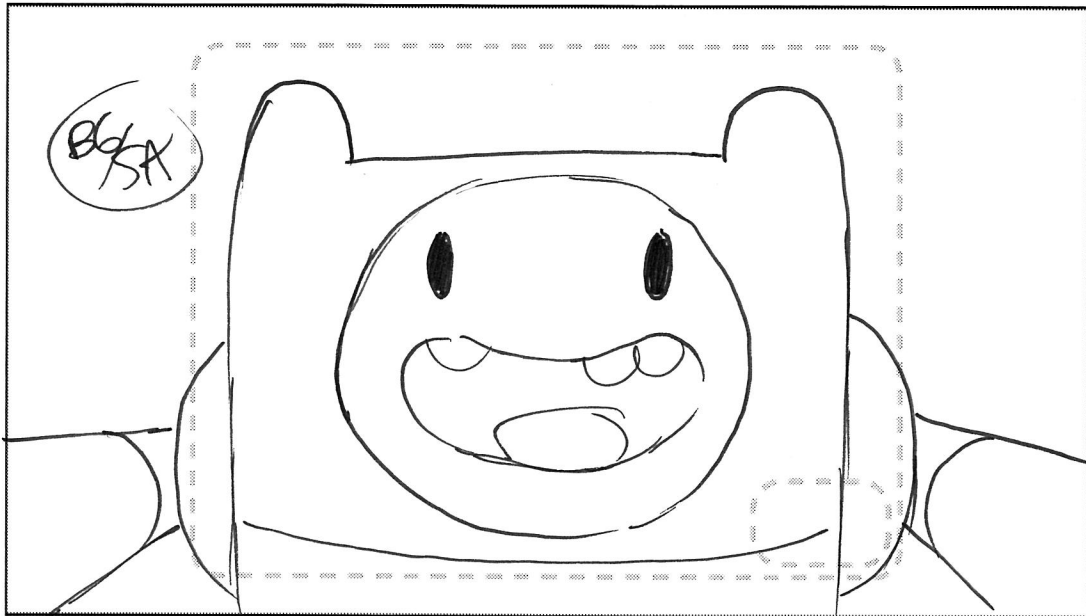
Production :

ADVENTURE TIME

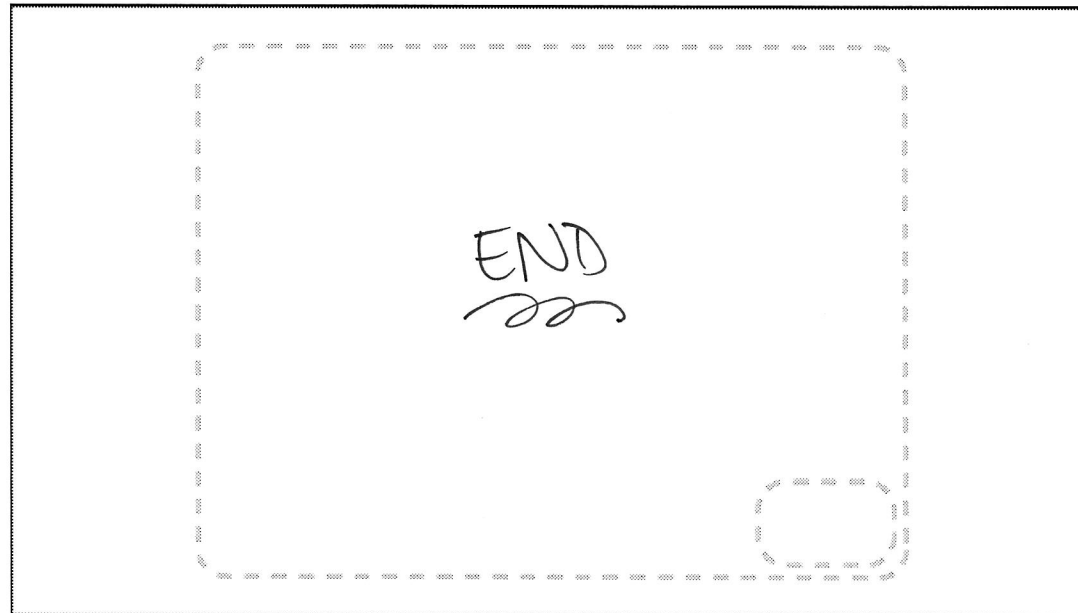


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Sc. 205 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F:) NO COMMENT!

Action:

Timing:

EPISODE #

1054-227

Production :